NITYA IYENGAR

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PRODUCT DESIGNER

EXPERIENCE

SAFEWAY

Product Designer II 05/2022-Present

Currently leading the design of 'Product Cards and Product Description Pages' team at Safeway, involving collaboration across various Albertsons brands such as Pavilions, Albertsons Market, Safeway, Shaws, Vons, ACME and Star Market, and driving impactful projects to enhance the user experience

Key Project Highlights:

Meal Planning Platform:

- Developed interfaces for meal planning across app, web, and tablet platforms, enabling users to explore 8000+ recipes, personalize meal plans, and seamlessly shop for ingredients via Safeway contributing to a substantial \$10.1 million gross revenue
- Achieved a notable 34% increase in user engagement and a 19.5% enhancement in customer retention by designing an intuitive and user-friendly meal planning experience

Metaverse:

- Spearheaded the creation of user-centric interfaces for Safeway's pioneering Metaverse on the web platform in collaboration with the Safeway Innovation team
- Designed and implemented innovative web interfaces on **Decentraland**, resulting in the effective promotion of trending bundles that garnered an outstanding **10,000 views** within just **5 days**
- Achieved a remarkable **7.8% conversion rate**, successfully translating views into actual customer engagement and purchases on the Metaverse platform

THE INTERPUBLIC GROUP OF COMPANIES

UX Designer 06/2021-05/2022

Collaborated with a diverse range of prominent healthcare clients, contributing to exceptional user experiences for their digital platforms. Developed website and app interfaces for leading pharmaceutical companies

Notable Projects:

Gilead (Hepatitis B):

- Designed a patient-centric mobile app fostering positivity and empowerment which showcased an **87% user** satisfaction rate, with users specifically praising its positive messaging and intuitive features
- Implemented doctor appointment management and dosage reminders within the app, leading to a 28% improvement in treatment adherence rates among trial app users

AstraZeneca (Cardiovascular Disease), Bayer (Ophthalmology), Eli Lilly (Diabetes), Novartis (Multiple Sclerosis):

- Designed intuitive and user-friendly website and app interfaces, effectively conveying **complex medical information** to **diverse patient** and **healthcare professional** audiences
- Collaborated closely with cross-functional teams to ensure seamless integration of design elements, contributing to an average **20% reduction** in user journey friction across projects

MONTEREY BAY AQUARIUM

UX Consultant 08/2020-12/2020

Collaboratively led the redesign and comprehensive testing of the aquarium's website. Elevated user experience by enhancing **discoverability** and undertaking a **strategic** overhaul of the 'Otter Cam' feature. This initiative contributed to an impressive **26**% surge in page traffic

TEFOLOGIC INC.

Product Design Intern 06/2020-08/2020

Pioneered the creation of a robust **design system**, complete with a dynamic **component library**. Transformed the company's branding landscape by crafting compelling visual assets which led to a notable **15%** enhancement in **customer recognition** and **engagement**, as substantiated by post-launch surveys

NEW YORK CARES

UX Design Intern 08/2019-12/2019

Crafted interactive prototypes for **responsive desktop** and **mobile** platforms to enhance user experiences for the non-profit organization. Achieved a notable **33.5%** reduction in bounce rates and a substantial **21%** surge in website traffic

IMS EMPRESARIA

UX Designer 08/2018-08/2019

Engaged in a rapid end-to-end design journey, from conceptualization to website launch while collaborating with a team of developers. Redesigned navigation and search bar interface for faster loading times, improving overall customer satisfaction ratings by 30%

EDUCATION

PRATT INSTITUTE, USA

M.S. in Information Experience Design

LAURENTIAN UNIVERSITY, CANADA

B.Tech in Computer Engineering (Semester Exchange Program)

GUJARAT TECHNOLOGICAL UNIVERSITY, INDIA

B.Tech. in Computer Engineering

TECHNICAL SKILLS

Product Design, Information Architecture, Interaction Design, Prototyping, Wireframing, Visual Design, User Research, User Testing, Front-End Development (HTML, CSS, JavaScript)

SOFT SKILLS

Problem-Solving, Communication, Empathy, Collaboration, Adaptability, Critical Thinking, Attention to Detail, Time Management, Open-Mindedness, Influence and Persuasion

TOOLS

Figma. Adobe XD, Sketch, Framer, Illustrator, Photoshop, InDesign, After Effects, Mockplus, UXPin

HONORS

UXPA, Vice President, 2020
PRATT INSTITUTE, Merit Scholarship, 2019