

GAZAL DALMIA

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EDUCATION

Pratt Institute

Bachelor's, Communications Design- Graphic Design, Minor in UX/UI Design

August 2020 - May 2024

GPA: 3.82

PROFESSIONAL EXPERIENCE

Saipro Systems LLC

UX/UI Design Intern

Remote

September 2024 - Present

- Conducted heuristic evaluations identifying 30+ usability issues, leading to clearer navigation pathways and reducing user task errors by 20%.
- Led usability testing with 10+ internal stakeholders, synthesizing qualitative insights into targeted UX improvements.
- Collaborated with cross-functional teams, influencing adoption of recommendations which boosted site-wide accessibility compliance.
- Delivered refined wireframes based on user feedback.

Pratt Institute

Designer at Center for Equity and Inclusion

New York, NY, USA

August 2022 - May 2024

- Redesigned the official landing page by developing low and high fidelity prototypes using Figma, facilitating early stakeholder feedback and iterative design improvements.
- Elevated social media interactions by crafting engaging fliers and posters for events based on user research.
- Increased student engagement through strategic multimedia content creation by directing, shooting, and editing reels.

PROJECTS

IOS Clock App

January 2025 - May 2025

- Redesigned Apple's iOS Clock App by performing competitor analysis and qualitative user research (user personas, stakeholder interviews, card sorting), informing clear user journey mapping and user flows for seamless integration of sleep-tracking functionalities.
- Developed detailed information architecture and interaction design, crafting high-fidelity prototypes with precise visual design in Figma incorporating an established design system to ensure consistency.
- Conducted rigorous usability testing and accessibility evaluations, systematically gathering and integrating feedback to iteratively refine the app's design.
- Collaborated cross-functionally, effectively communicating design rationale based on research insights, ensuring alignment with stakeholder expectations, technical feasibility, and overall user satisfaction.
- [Link to project](#)

3 Feet

August 2024 - December 2024

- Led a speculative design project, conducting comprehensive UX and UI design processes, including interaction design and iterative prototyping, resulting in intuitive and immersive user experiences.
- Developed high-fidelity mockups and interactive prototypes using Figma and Adobe Creative Suite, implementing a cohesive brand guide to ensure consistent visual identity across web design, product design, and packaging.
- Integrated an augmented reality (AR) filter experience into the project, expanding user engagement through innovative digital interaction techniques.
- Crafted detailed product and packaging designs aligned with speculative storytelling, demonstrating creativity and strategic thinking in translating abstract concepts into tangible user interfaces.
- [Link to project](#)

SKILLS

Core UX/UI Design Skills: Human-Centered Design (HCD), Low- and High-Fidelity Prototyping, UX Writing & Microcopy, Affinity Mapping & Card Sorting, Journey Mapping, User Flow Diagrams, Task Analysis, Interaction States & UI Patterns, Design Hierarchy

User Research & Testing: Think-Aloud Protocol, Field Studies & Ethnographic Research, Remote & In-Person Usability Testing, Surveys, Interviews, Diary Studies, Competitive & Comparative Analysis, Data Synthesis & Insight Generation

Visual & Interaction Design: Pixel-Perfect UI Execution, Adaptive/Mobile-First Design, Motion Design & Microinteractions

Tools: Figma, Adobe Creative Suite, Notion, Webflow, Wix Studio, HTML5, CSS3, JavaScript, FigJam, Miro