

## Experience

### Lead Product Designer, Nuuvia

San Francisco, CA - Remote | 07/2025 - Present

- Delivered a full UI refresh in **4 days** using Figma Make alignment to close an active sales deal worth **\$50,000**, first week on the job.
- Managed **3 engineers** and drove execution to ship a production-ready experience for 2 clients.
- Generated in **\$4M investment** by onboarding **6 new clients** through a modern and scalable UI.
- Optimized **AI prompts** for Figma Make to create Admin Data Dashboard for data visibility.
- Drove client adoption by presenting them customized product demos weekly using advanced prototypes.
- Accelerated design-to-dev handoff using **Figma Dev Mode with a MCP server**.
- Owned front-end delivery operations by managing 2 JIRA boards, automating workflows, leading daily standups, and shipping patch, minor, and major releases with release notes.

### UX Designer & Researcher, Dominicanos USA(DUSA)

New York, NY | 07/2024 - 05/2025

- Led UX research for VR based e-sports that convened **20 key stakeholders**, including the **President of the Dominican Republic and the Mayor of Santo Domingo**.
- Co-developed VR frameworks with the President of DUSA, incorporating **150+ culturally relevant learning modules**.
- Created AS-IS/TO-BE user journeys, uncovering behavioral patterns increasing community **engagement by 25%**.
- Recruited **30+ users** for beta testing, and conducted in-depth user interviews and usability tests, validating iterative design changes.
- Launched **Q-up+, a startup in NY** to enhance e-sports participation, achieving **140 signups in the first month, with \$20K monthly revenue**.

### UX Designer, Research Assistant, Interactive Systems Research Center, UMBC

Baltimore, USA | 01/2023 - 05/2025

- Designed a Learning Analytics Dashboard on Figma for PeerSIST with GPD Dr. Andrea Kleinsmith and Dr. Karen Chen.
- Moderated **7 co-design workshops** with the stakeholders to understand the usability of the product.
- Delivered actionable insights to guide product-market fit, feature development, and institutional outreach strategy.
- Created wireframes and interactive prototypes (Figma, UXPin) with **accessibility compliance (WCAG 2.1)**.
- Applied inductive coding and conceptual modeling to analyze **500 student survey** responses collected via **Qualtrics**.
- Graded assignments and exams for **30+ students**, ensuring rubric consistency and providing actionable feedback.
- Led **4 live 2-hour Figma** workshops, teaching prototyping and interface design to enhance hands-on learning.

### Frontend Developer, Playpower Labs

Gandhinagar, India | 01/2022 - 06/2022

- Conceptualized **HALT-AD**, a bilingual educational platform to reduce dementia risk for 1,000+ older adults by collaborating with design team, engineers, health experts, and business stakeholders, achieving **75% user adoption within the first month**.
- Implemented responsive and adaptive design principles, ensuring **99% cross-device compatibility**.
- Optimized frontend performance, reducing **page load time by 30%** using Content Delivery Networks(CDN).

## Publications

- Javiya, P., Anthraper N., Iluru S., Kleinsmith A., Chen K., Co-designing a Learning Analytics Dashboard to Support Transfer Student Mentoring, [CHI LBW 2024](#).
- Javiya, P., Kleinsmith, A., Karen Chen, L., Fritz, J. Parsing Post-Deployment Students' Feedback: Towards a Student-Centered Intelligent Monitoring System to Support Self-Regulated Learning, [AIED 2024](#).
- Javiya, Prachee Alpeshkumar, et al. Supporting Computing Transfer Students Through Near-Peer Mentoring: Insights from Co-Design Studies for a Peer-Mentoring Support System. [HCLA Workshop LAK 2025](#).

## Skills

**Design:** Interaction Design, UI Design, User Journey Mapping, Accessibility, Design Systems, iOS, Android, ReactJS, TailwindCSS  
**Tools:** Figma Suite, Adobe Creative Suite, Miro, Dovetail, Github, Jira, ClaudeCode, Lovable, ManusAI, Replit  
**Research:** Mixed-Method Research, User Flows, Wireframing, Prototyping, A/B Testing, Ethnography, Surveys, Interviews

## Education

### Master's in Human-Computer Interaction, University of Maryland, Baltimore County

Baltimore, USA | 08/22 - 05/24 | 3.9/4.0

### Bachelors in Computer Science, Minor in Physics Ahmedabad University

Ahmedabad, India | 08/18 - 05/22 | 3.3/4.0

## Volunteering

- Keynote speaker at UMBC's Community talk on Decoding a Decade of Feedback @ myUMBC's "Check My Activity".
- Math tutor in Reach Together Tutoring Program at University of Maryland, Baltimore county.
- Arcade Virtual Reality Volunteer at the Games for Change 2024 Festival, New York.
- Head of the Design team for Ahmedabad University's annual Tech Festival's social media and website.
- University Basketball women's team captain (2 years) at Ahmedabad University.