

Shichi Upadhyay

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Work Experience

Tiger Analytics - Quantum Capital Group Product Designer October 2025 - Present

- Embedded as the sole Product Designer, owned design end-to-end across oil & gas and financial data platforms
- Spearheaded LP Nexus from 0 to MVP - research, architecture, and prototyping, launching a full product in 3 months timeframe
- Designed and launched Well & Field Data Operations, onboarding 6M+ data points, contributing HTML/CSS/JS to ship version 1
- Rebuilt a broken design system into ~23 token-based components, fixing WCAG failures across light and dark themes

BeProEx Product Designer June 2025 - October 2025

- Led UX for an AI platform, designing structured design decision flows and embedding safety-by-design principles
- Built scalable systems and reusable components to standardize workflows across products
- Delivered 0-1 experiences through rapid prototyping and iterative validation using user insights
- Partnered with engineers in agile cycles to implement consistent interactions and improve usability

DeepVue Product Designer Intern January 2025 - May 2025

- Crafted haptic and pressure-based mobile interactions, replicating real-world physical feedback within app experiences
- Unified design across mobile and web - Legend Application, maintaining consistency across both platforms
- Sourced user feedback from YouTube and X to identify feature gaps and drive the next design direction
- Developed 20+ WCAG 2.1 AA-compliant components, setting accessibility baselines across high-traffic enterprise flows

Fidelity Investments UX Designer Intern May 2024 - August 2024

- Developed a brokerage application using telemetry data and stakeholder feedback to refine workflows
- Improved task efficiency by ~13% through iterative testing and bottleneck analysis
- Designed data visualization modules to support portfolio analysis and decision-making
- Simplified risk and market tools to drive adoption through improved workflows and usability testing for portfolio managers

Education

Indiana University, Indianapolis, USA August 2023 - June 2025
Master of Science in Human-Computer Interaction

Sardar Patel Institute of Technology, Mumbai, India August 2018 - June 2022
Bachelor of Technology in Electronics Engineering

Skills

Design and Tools: Interaction Design, User Flow, Information Architecture, Wireframing, Design systems, Prototyping, Figma, HTML and CSS, *Currently exploring* - Swift, React

Product: 0 to 1 product building, Building websites using no-code tools, Defining brand experience

Research: Usability Testing, Ethnographic Research, Affinity Mapping, Heuristic Evaluation, User Interviews

Relevant Work

Quantiphi Inc. Product Designer January 2022 - July 2023
Built enterprise dashboards, AI workflows, and data-heavy tools for Fortune-scale B2B clients across multiple industries.

Scribbld Social Graphic Designer Intern June 2021 - August 2021
Owned end-to-end creative for 5 client accounts - brand identity, social creatives, and campaign assets for a growth-focused digital agency.

Smowcode Product Designer Intern October 2020 - May 2021
Shaped developer tools and AI-assisted visual programming interfaces for embedded systems and IoT - ran workshops to champion UX in a code-first environment, boosting beta retention by 20%.

Projects

• **FieldOps - Logistics Command and Control Platform** August 2024 - May 2025
Dispatch dashboard for logistics ops. Cut dispatcher task time by 18% through optimized flows and information hierarchy.

• **IndyGo - Public Transit UX Research** August 2024 - September 2024
Contextual inquiry and interviews with riders and drivers, translating findings into prototypes, improving usability and service clarity.

• **DynaMove - Personalized VR Fitness App** January 2024 - March 2024
VR fitness prototype with adaptive feedback and performance tracking, validated through iterative testing to improve engagement.