Tanvi Kulkarni | UX Designer

Dessau, Germany
tanvi.kulkarni4@gmail.com
Phone: +49 174 4170290
Portfolio: https://www.tanvikulkarni.com/
LinkedIn: https://www.linkedin.com/in/tanvi-n-kulkarni/

Profile

UX and Product Designer with over 3 years of experience creating digital interfaces and physical products across medtech, industrial, and education domains. Skilled in user research, interaction design, wireframing, prototyping, and usability testing using Figma and Miro. Strong background in systems thinking, ergonomic design, and accessibility.

Experienced in translating complex workflows into intuitive user experiences and bridging physical and digital systems in collaboration with engineers, developers, and interdisciplinary teams.

Currently pursuing an MA in Integrated Design (Germany) with a focus on inclusive, and sustainable design practices. Passionate about improving human wellbeing through research-driven design.

Work Experience (Berufserfahrung)

UX Research Intern – GADDR (Neurotask AI)

Remote | August 2025 – Sept 2025 summer internship
• Conducting UX research for an AI-driven notetaking and workflow tool.
• Mapping knowledge worker journeys, analyzing competing tools, and synthesizing insights into actionable design recommendations.

Product Designer – IOrbit Digital Technologies

Bangalore, India | Feb 2024 – Jul 2024
• Designed medtech devices and digital interfaces compliant with ISO usability standards.
• Integrated UX and product workflows to align physical and digital touchpoints.
• Contributed to design strategy and scaling of product development pipelines.

UX Designer – Aeon Software Pvt. Ltd. / FIDUS LMS

Pune, India | May 2023 – Jun 2023 (project based contract)
• Led UX redesign of a Moodle-based B2B e-learning platform for aviation professionals.
• Conducted user research, stakeholder workshops, and journey mapping.
• Built interactive Figma prototypes for learners, instructors, and admins; validated flows through usability tests.
• Delivered functional MVP in 8 weeks and proposed roadmap for improved accessibility and long-term scalability.

Industrial Designer – Futuring Design Pvt. Ltd.

Pune, India | Mar 2021 – Apr 2023
• Designed industrial and consumer products including smart locks (Godrej), kitchen tools (Hawkins), pharma machinery, and exercise equipment.
• Led ergonomic research and design-for-manufacturing studies, creating high-fidelity prototypes in Rhino and Fusion 360 for physical products and Figma for digital products.
• Led ergonomic and DFM studies, collaborating with engineers for prototype validation.
• Initiated and led an HMI redesign for a prototype laboratory machine, translating complex manual workflows into digital interactions.
• Developed journey maps and interface logic for sample processing and machine operation, bridging mechanical and UX requirements.
• Supported client presentations and strategic product language development.

Industrial Designer – Tusker Manual Material Handling

Pune, India | Jun 2020 – Sept 2020
• Conducted ergonomic analysis and design recommendations for articulated forklifts and pallet stackers
• Collaborated with engineers on DFM, CAD visualization, and prototype testing
• Developed modular component strategies and visualized concepts in CAD in collaboration with engineers.

Education (Ausbildung)

Master of Arts – Integrated Design
Hochschule Anhalt, Dessau, Germany │ 2024 – Present
Focus: Systems Thinking, Speculative Design, Rapid Prototyping, Critical Making

Bachelor of Design – Industrial Design
Symbiosis International University, India │ 2016 – 2020
Focus: Ergonomics, CAD/CAM, UX, Manufacturing

Selected Projects

HMI Redesign for Laboratory Machine (Futuring / Independent Rework)
• Redesigned human–machine interface for a first-generation prototype in microbiological testing.
• Created journey maps tracing Petri dish flow from collection to analysis.
• Developed and tested information hierarchy and layout logic for improved operator safety and usability.

FIDUS LMS Redesign (SaaS)
• Created user flow architecture and interactive prototypes improving navigation and accessibility for aviation learners.
• Collaborated with instructional designers and developers to align interface and backend workflows.

Equality App (Social Impact)
• Designed a participatory mobile platform to support women's empowerment and access to community initiatives.

Skills (Technische Fähigkeiten)

Design Tools:
Figma, Miro, Adobe XD, Adobe Creative Suite, Rhino, Fusion 360, Blender, KeyShot. Figma, Adobe XD

UX & Research:
User Research, Journey Mapping, Interaction Design, Wireframing, Prototyping, Usability Testing, Accessibility, Information Architecture

Prototyping & Fabrication: 3D Printing, Laser Cutting, Model Making, MIG/TIG Welding, Woodworking

Methods: Human-Centred Design, Systems Thinking, Speculative Design, Design thinking

Skills (Stärken)

• Research-driven UX and product design
• Hands-on prototyping and fabrication skills
• Bridging digital interfaces and physical products
• Collaboration with engineers and developers
• Strategic and iterative problem-solving

Languages (Sprachen)

English – C2

German (Deutsch) – B1 (spoken, workplace experience, learning B2)

Hindi, Marathi – native Fließend