

ROHAN CHAVAN

User Experience Designer

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Experience

Product Designer, IoT & Home

Xiaomi | 2017 - 2018 | Bangalore, India & Beijing, China

- Led the end-to-end design process for 5+ IoT and home devices for India of which 3 became national best-sellers within 3-6 months of release.
- Managed the overall product experience by delivering high fidelity mockups and prototypes, creating interaction flows, synthesizing research and implementing ideas.
- Conducted user research and collaborated with an international team of industrial designers, product managers, and sales to deliver a cohesive user experience.

Associate Product Manager, Apps

Xiaomi | 2016 - 2017 | Bangalore, India & Beijing, China

- Ideated and implemented in-app activities and incentive strategy for Mi Live, tripling the revenue and increasing key metrics by 10% in a space of 4 months.
- Led the front and back-end design of transaction and content moderation flow for Mi live by translating user and developer requirements into hi-fi mockups.
- Redesigned the messaging app and caller ID experience to prioritize essential communication, recognize business information, and filter spam.

Research Intern

Vimana | 2015 - 2016 | Chennai, India

- Collaborated with developers at Vimana, a manufacturing analytics company to build an open source plugin and sensor setup for real-time 3D printer monitoring.
- Developed a shape model that predicts errors and simplifies 3d printing for users.

Product Design Intern

IIT Madras | 2013 | Chennai, India

- Sketched, conceptualized, and prototyped an improved drying method for washing machines with minimal increase in fabric wear and cost.
- Interviewed campus residents to understand their washing machine usage.
- Received **provisional patent** (6045/CHE/2014) and Whirlpool is researching into the idea for market development.

Projects

Death + Tech | Advised by TEAGUE | Mar - Aug 2019

Motion, interaction and visual design for a digital game experience to create a comfortable to have conversations around death with close connections.

Trypr | Designing Information Experiences | Apr - Jun 2019

Interaction and visual design for a rental service that enables an engaging, convenient, and memorable experience for long-distance road trips with friends.

Osler | Advised by Premera | Sep - Dec 2018

Designed wireframes, information architecture, and interaction flows for a care management app for parents of kids suffering from Asthma.

Education

Master of Human-Computer Interaction and Design

University of Washington

Sep 2018 - Aug 2019 | Seattle, WA

Engineering Design, Bachelors & Masters of Technology

Indian Institute of Technology Madras

2011 - 2016 | Chennai, India

Skills

Interaction design
Interaction flows
Wireframing
Visual design
User research
Video storytelling
Experience Prototyping
Journey Mapping
Physical computing
3D Fabrication
Product management

Toolbox

Design

Figma, Sketch, Invision
Premiere Pro
Photoshop
Illustrator
Principle
Unity
Fusion 360

Development

HTML/CSS/JS
Python
Arduino
Processing (Java)