

Ishani Navle

Senior Product Designer

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Product UI/UX Designer with almost 5 years of experience designing B2B and B2C SaaS products end-to-end — from discovery to dev handoff — across mobile, web, and connected devices, with direct founder and stakeholder collaboration at early-stage and scaling companies. Actively integrate AI tools to accelerate ideation and insight generation, and excel in fast-paced, ambiguity-heavy environments that demand autonomy, adaptability, and rapid execution. Skilled at presenting design solutions through clear narratives that help stakeholders understand the "why" behind decisions.

SKILLS

Design and Research Skills: UI/UX Design, Interaction Design (Web & Mobile), User Research & Behavioral Analysis, Information Architecture & User Flows, Wireframing, Interactive Prototyping, Usability Testing & Iterative Design, Journey Mapping, Adaptive & Responsive Design, Design Systems & Component Libraries, Dashboard & Data-Driven UX

Design & Collaboration Tools: Figma (Advanced- Components, Variables, Dev Mode, Prototyping), FigJam, Adobe Illustrator, Photoshop, Sketch, ProtoPie, Jira, Miro, Analytical tools(Google Analytics,PostHog,Hotjar)

AI: AI-assisted UX & Rapid Prototyping (Figma AI, [Stitch.ai](#), Claude, ChatGPT, [V0.ai](#), Midjourney)

Soft Skills: Stakeholder Collaboration, Design QA & Handoff, Systems Thinking, Cross-functional Communication, Human-Computer Interaction(HCI)

Accessibility: Accessibility-first Design, WCAG/Section 508 Compliance, Inclusive Design

EXPERIENCE

Senior Product Designer - Medprime Tech (Digital Microscopy)

Thane, MH (January 2026 – Present)

- **Lead designer and department head**, owning end-to-end UI/UX for the flagship digital microscopy and whole-slide scanning platforms. Mentored and directed external junior designers, reviewing work for design quality and brand consistency across the product lines, establishing feedback loops akin to formal design reviews
- **Designed AI-assisted diagnostic interfaces**, flagging low-confidence results for clinician review to support error recovery and progressive disclosure of AI behavior, and addressing UX challenges around output transparency and clinician trust in a high-stakes diagnostic context.
- **Design across a B2B and B2C SaaS context**, balancing the needs of institutional clinical buyers alongside individual end users within the same product experience. Owned end-to-end B2B SaaS design for institutional clinical buyers, from discovery through high-fidelity handoff, balancing enterprise procurement needs against individual clinician usability.
- **Bridge the gap between physical and digital environments** by conducting on-site clinical research with pathologists to translate complex laboratory workflows into intuitive software interfaces for imaging and slide scanning.
- **Lead cross-functional hardware-software integration**, collaborating with founders and product team, along with mechanical, electronics, and optics engineers to align digital UI with physical device ergonomics, CMF, and hardware indicators.
- **Established a robust DesignOps framework** and unified visual design language across the Micalys and CILIKA product lines: reusable component libraries, standardized templates, and documented design patterns, reducing handoff friction and enabling scalable adoption across product and marketing teams.

Interaction Designer - Electrolux Home Goods (Home Appliances)

Charlotte, NC (September 2021 – February 2024)

- Led 0–1 UX for 5+ connected smart appliance platforms across mobile and embedded device interfaces, simplifying complex system behaviors into intuitive, user-centered flows for global audiences and multi-language interfaces.
- Conducted mixed-method research (interviews, surveys, journey mapping) to uncover behavioral insights that boosted product engagement by 42%.
- Designed and scaled reusable components within a centralized Figma design system, improving cross-platform consistency and reducing design–engineering handoff time.
- Partnered directly with globally distributed PMs and engineers in agile sprints, taking the lead on UX decisions and defending design rationale to cross-functional stakeholders
- Developed WCAG-compliant accessibility guidelines integrated into the design system, expanding inclusive use and increasing the addressable user base by 20%.

Product Designer - Mindcurrent (SaaS Platform for Stress Prevention)

Remote (July 2021 – September 2021)

- Designed UX for a SaaS-based mental wellness platform powered by predictive analytics, improving engagement and retention by approx. 35%.
- Simplified complex stress prediction data into actionable, user-friendly flows, improving usability by 12%.
- Used data insights from user analytics and feedback loops to guide iterative UX improvements.

UI/UX Designer - Vien Health (Healthcare)

Remote (February 2021 – April 2021)

- Designed intuitive, accessible user experiences for virtual healthcare services across web and mobile platforms, resulting in a 23% improvement in user satisfaction and engagement in African markets.
- Created user flows, wireframes, UI mockups, interactive prototypes using Figma for a doctor portal and marketing website, enhancing user navigation and supporting seamless interactions.
- Developed a cohesive design language and style guide to ensure consistency across platforms, aligning with the brand identity and improving cross-platform usability by 18%.

UX Designer - Apollo DAE.Inc (Food Delivery App)

Remote (June 2020 – August 2020)

- Contributed to the early discovery and UX definition of a food delivery app, conducting user and market research and creating initial concepts and wireframes aligned with stakeholder goals.
- Defined information architecture and user flows, refining solutions through iterative testing and user feedback, which helped improve navigation clarity and contributed to a 20% increase in user satisfaction.

Web Designer - Sadanand Associates (Business Website Redesign)

Pune, MH (January 2018 – November 2018)

- Led a UI redesign that resolved key usability issues and optimized user flows, resulting in higher user retention and a ~20% increase in conversions through improved micro-interactions.

PROJECTS

TravlR - A streaming service focused on travel shows and documentaries. [Link](#)

- Designed a cohesive cross-platform experience across web, mobile, and tablet, achieving WCAG AAA compliance and broadening accessibility for diverse user groups.
- Architected content discovery flows inspired by leading streaming platforms, driving stronger engagement through

intuitive browsing and reduced content-finding friction.

- Built a tablet-exclusive geo-spatial location discovery dashboard, turning complex travel data into visually intuitive experiences that reduced cognitive load for users.
- Validated design decisions through iterative Figma prototype testing, cutting rework cycles and accelerating design sign-off.

Shapes&Tales, LMS and Telecommunication Platform for Virtual Education. [Link](#)

- Led end-to-end UX design for a combined LMS and telecommunication platform, delivering a cohesive experience tailored for virtual kindergarten education, young learners and their educators.
- Conducted in-depth user research, including pain point analysis, persona development, and journey mapping, to ground design decisions in real educator and learner needs.
- Delivered a full design pipeline from wireframes to interactive prototypes to high-fidelity UI, iterating through usability testing to ensure the platform met both user expectations and business goals.

EDUCATION

Masters in User Experience and Interaction Design - Thomas Jefferson University Philadelphia, PA, USA

Bachelor in Architecture - Savitribai Phule University of Pune Pune, Maharashtra, India