



nayangavand28.com

Contact For PW

LinkedIn: [nayangavand](#)
nayangawand@gmail.com

405 328 3541

San Francisco, California

EDUCATION

2018 | Master’s of Arts (M.A.)

Academy of Art University,
San Francisco, CA

Web Design and New
Media/ Interaction

SKILLS

- UX Design
- UI & Visual Design
- Agile Working
- Prototype, Wire-framing
- User Testing
- Design System
- Interaction Design
- Low-Hi Fidelity Mock-ups
- Flow chart/Site Map
- Design Style Guide
- Information Architecture
- User Flow/ User Journey Flow
- Design Critic and Iterations
- HTML, CSS, and JavaScript
- Collaboration & Communication
- Video Editing, Motion Graphics
- Survey and Analytics

TOOLS

Figma	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Sketch	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Adobe XD	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
InVision Studio	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Photoshop	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
MS Office	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Keynotes	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Survey Monkey	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Zeplin	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>

LANGUAGES

English, Hindi and Marathi

Nayan Gavand

USER EXPERIENCE DESIGNER

Hi! I’m a UX designer with a passion for crafting inclusive and accessible product experiences with a big business impact. Throught my career, I’ve worked in variety of industries, Information Technology and Communication, Finance and Insurance, Utilities (e.g., Electricity, Gas, Water), Manufacturing (e.g., Automotive, Electronics, Apparel).

WORK EXPERIENCE

Mid Senior, Product Designer, PG&E

July 2021- PRESENT / San Francisco, CA

- **Design lead** for Inspect ED and ET, responsible for **ideating, testing, and iterating** for the in-house mobile applications.
- **Facilitated workshops and meetings** with product managers, engineers, and stakeholders to **gather user insights, define user goals, and collaboratively** develop innovative design solutions. Effectively analyzing **qualitative and quantitative data** to identify key user insights and trends.
- Proficient in designing and **delivering end to end products** with intricate workflows, diverse scenarios, and numerous edge cases.
- Delivered user **flow diagrams, interaction patterns, design specs , wire-frames, information architecture, and prototypes** using emotional design methods.
- Lead design discussions, strategy sessions, and foster a **user-centered approach** within the team. **Provide guidance, feedback, and support** to help junior **designers** grow and develop their skills. Worked on multiple projects at a time, using **strong communication skills to manage time and expectations appropriately**.

UI&UX Designer, AgreeYa Soutions

Oct 2018- June 2021 / Folsom, CA

- Worked with cross-functional teams to ensure all design experiments and new feature launches were measurable, trackable, and scalable.
- Participated in planning, conducted continuous user research and experiments aligned with the app roadmap, shared insights with stakeholders, and informed the app's strategic direction.
- Developed accessibility guidelines for the mobile interface, designed a modular web store layout, and created a design system with comprehensive documentation for use by designers and developers.
- Led user-centered research initiatives (discovery sessions, design thinking, workshops) to gain deep user empathy and uncover critical user pain points.

Interaction Designer, HP Inc.

May 2018- Oct 2018 / Palo Alto, CA

- I collaborated closely with the PMO and stakeholders to develop the product vision and strategy.
- I designed all visuals, user experience, and interaction elements, enhancing the out-of-the-box hardware experience for HP customers.
- Assisted the Product Designer on one of HP's flagship software experiences for desktop and mobile, reaching 22 million users globally.

UI/UX Intern, Zikher

Mar 2017- Jan 2018/ San Francisco, CA

- Created and executed long-term visual direction for clients’ products and brands through a universal visual language, best practices, and custom tools. Developed creative UX design and documentation through flowcharts,
- Prototypes, and user interface studies; also performed UI design, testing, and production. Developed wire frames, interface mock ups and prototypes by using sketch, and Balsamic etc.

Visualizer & Graphic Designer, Digital Picasso

Mar 2012- Apr 2015/ Mumbai, India