

Hrushikesh Ingale

UX Designer

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SUMMARY

A product designer with over 3 years of experience specializing in end-to-end product design, UX strategy, and accessible interfaces. I have a strong background in software engineering and have successfully shipped cross-platform Flutter applications for Android and iOS, resulting in over 100,000+ downloads. Proficient in Figma and other key design tools.

PROFESSIONAL EXPERIENCE

iConsultancy, Product Designer

08/2024 – 05/2025

- Led the UX redesign of the US-HABCTI website by crafting annotated wireframes, interactive prototypes, and user-tested reviews, driving the entire design process from ideation to developer handoff following a SCRUM framework through 5 agile-UX sprints.
- Produced and presented high-fidelity designs in Figma for 10+ pages, including the homepage, decision tree, and interactive map, aligned with USWDS and WCAG 2.2AA standards.
- Conducted usability testing with 20+ users to synthesize findings into actionable insights, leading to 6+ unique features, boosting task success rate by 40% and reducing bounce rate by 60%.

University of Maryland, Product Designer

08/2024 – 05/2025

- Mentored 30+ students in creating wireframes and mockups, guiding them through design system integration and Figma component libraries, leading to the development of 12+ UI/UX projects.
- Delivered lectures on accessibility-driven web & mobile compliant digital solutions, creating an impact for 100+ students.
- Taught PostgreSQL lab tutorials on database architecture and schema design, managing the design of scalable relational databases for 12+ full-stack projects.

Tilted, Product Designer

05/2023 – 06/2023

- As an early member of this 0 to 1 startup, I designed mid-to-high fidelity wireframes with pixel-perfect consistency, delivering polished Figma prototypes for a Web3-based livestreaming marketplace with a 50K+ active user base.
- Utilized lean-UX framework to improve user registration flows with an improved information architecture, increasing user retention and sign-ups by 20% and reducing user onboarding time by 65%, from 2 minutes to 40 seconds.
- Developed reusable design components contributing to design system maintenance in Figma, ensuring 100% WCAG 2.2AA compatibility across all platforms.

Tokn Technologies, Software Engineer

03/2022 – 04/2023

- Coded cross-platform applications for Android and iOS using Flutter and Google Cloud APIs, recording 100K+ downloads and a 2x increase in deployment.
- Collaborated with designers to convert wireframes into production-ready UI mockups, implementing iterative A/B designs and experimentation with Google Analytics KPIs to improve click-through rates by 80%.
- Spearheaded a health tech MVP by working closely with designers to transform concepts into wireframes and prototypes for a Headspace-style wellness app.

SKILLS

Tools: Figma, FigJam, Tableau, PowerBI, Miro, JIRA, Asana, Excel, PowerPoint

Skills: User Research (UXR), Wireframing, Prototyping, UX Strategy, Design Systems, Accessibility

Tech Stack: Flutter, Dart, Android, Kotlin, HTML, CSS, JS, SQL, NoSQL, REST, MVC, MVVM

PROJECTS

PawPurrer: An E-Commerce Experience | [Link](#)

Created pixel-perfect, responsive UI for a pet e-commerce platform across mobile and desktop, growing customer conversion rate by 30%.

US National Parks: An AR Experience | [Link](#)

Designed an AR-based educational trekking game for National Parks that promoted conservation awareness, attracting 2K+ unique users ready to embark on outdoor adventures.

EDUCATION

University of Maryland, College Park

University of Pune, India

Masters in Human-Computer Interaction (2025)

Bachelors in Computer Engineering (2019)