

Aanchal Paryani

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SUMMARY

UX/UI Developer with an MS in HCI and experience **specializing in internal tools, B2B2C SaaS, AI-powered softwares, and complex digital ecosystems**. Passionate about building human-centered designs for complex user problems and business requirements. Proven **expertise in leading end-to-end product design and scaling design systems** for global user bases. Adept at taking initiative, advocating for accessible design improvements and **bridging the gap between client needs and technical constraints** through cross-functional collaboration.

WORK EXPERIENCE

The Lillian Project | Founding UX/UI Developer

USA | January 2026 – Present

- Created a **virtual AI tutor web application** for children with dyslexia, replacing intimidating, text-heavy assessments with an accessible conversational UI that uses a realistic avatar to guide students through a natural, stress-free learning experience.
- Built a functional MVP** using Figma Make and Claude Code to show how an AI avatar can 'listen' to a student's speech and adjust the lesson in real-time, creating an interactive prototype that helped the project win stakeholder support and series A funding.
- Led the POC for AI avatar library integration and collaborated cross-functionally** with 5 engineers and data analysts, to convert the design into functional web application, **communicating the product vision** and feasibility between the development team and stakeholders.

ASU Global Launch | UX/UI Developer

USA | April 2024 – Present

- Optimized complex information architecture and simplified course enrollment flows by integrating user feedback, strategic CTAs and iterating on flows, resulting in a **32% increase in course sign-ups and a 57.3% year-over-year boost in organic traffic**, as per Google Analytics.
- Led comprehensive heuristic evaluations and multi-method user research (qualitative and quantitative surveys, journey maps, usability testing) to identify user pain points, translated insights using AI into **intuitive interaction designs for 10K+ users** through refined storytelling.
- Built and implemented unit-specific design systems and component libraries aligned with UI/UX trends for web and mobile platforms, ensuring faster prototyping, reusability of design components, and **WCAG 2.2 accessibility compliance across 20+ responsive pages**.

Bosch Global Software Technologies | UX/UI Developer

India | September 2019 – November 2023

- Recognized as the **'Creative Thinker'** for delivering innovative, user-centered design solutions and crafting intuitive product interactions.
- Spearheaded the design and development of 8+ complex features like Change log, activity log and sortable tree structures in an agile team, for a real-time SaaS-based technical requirements management tool to unify PM and developer feedback; that increased cross-functional productivity by 40% and enabled teams to work collaboratively.
- Optimized existing components to reduce code complexity, fixed state management issues using redux and maximize performance, improved the performance by 50% for 15+ REST APIs through consistent debugging using Postman and payload optimization.
- Collaborated cross-functionally with stakeholders, PMs and engineers to build a custom design-to-code Figma plugin using HTML, CSS, Design System and React JS, successfully reducing UI development latency by 38% while significantly streamlining the design-to-engineer hand-off.
- Influenced long-term product strategy and product direction by advocating for information architecture refinements and prioritizing performance-stabilizing functionality improvements, directly contributing to a 40% increase in overall client satisfaction (CSAT).
- Managed 3+ services and led POCs for 5+ features, mentored junior designers on accessible development practices and performing code reviews to ensure design and development consistency.

PROJECTS

GIT Creative Agency | UX/UI Developer

USA | August 2025 – December 2025

- Structured a digital user journey** with great attention to detail on strategic content and UX writing, for DeepSea Valkyries, a non profit for veterans and trauma survivors, modernizing legacy architectures to optimize complex counseling and therapy enrollment workflows.
- Implemented inclusive design practices** and high-fidelity prototypes in Figma, resolving cross-platform and information architecture issues for users with diverse cognitive and physical abilities, shipped the website in 1 month, increasing engagement and **SEO score by 70%**.

EDUCATION

Arizona State University | Master of Science, Human-Computer Interaction | GPA: 4.0

January 2024 – December 2025

Rajasthan Technical University | Bachelor of Technology, Computer Science | GPA 3.7

August 2015 - May 2019

SKILLS

Design: UX Design, Interaction Design, Visual Design, 0→1 Product Design, Low-to-High Fidelity Prototyping, Wireframing, Mobile & Web Design, Scalable Design Systems, Information Architecture, Storytelling, Conversational UI, Cross-channel Design, Design Thinking.

Research: Qualitative & Quantitative Usability Testing, A/B Testing, Heuristic Evaluation, User Journey Mapping, Persona Development, Research Synthesis, and Data-Driven Design Decision Making, Lean UX, JTBD, Cross-functional collaboration, Problem-solving.

Tools: Figma, FigJam, Figma Make, Figma MCP, Sketch, Adobe XD, Photoshop, Illustrator, Miro, JIRA, Cursor, Claude Code, Claude Design.

Technical: HTML5, CSS3, JavaScript (ES6+), React, Angular, Vue, Flutter, Tailwind CSS, Git, npm, Agile/Scrum, REST APIs, JSON.