

JAYATI MAKHIJANI

PRODUCT DESIGNER

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PROFILE

My point of view, and a few thoughts on product design:

I believe thoughtful design bridges the gap between user needs and elegant solutions. I focus on creating intuitive, meaningful experiences by understanding how users think, interact, and make decisions. I enjoy prototyping – it helps me explore how users interact, make decisions, and move through a system.

I also love reading books, music, and finding design inspiration in the everyday.

SKILLS

I approach design as a collaborative process — from messy whiteboard sessions to polished prototypes. I'm comfortable navigating ambiguity and enjoy shaping ideas through wireframes, user flows, and visual systems. Prototyping helps me test not just interactions, but assumptions. I'm curious, detail-oriented, and thrive in teams that value feedback and iteration.

Tools I work well with:

- Figma
 - Sketch
 - Adobe XD
 - Illustrator
 - Photoshop
 - WordPress
 - After Effects
 - Principle, Framer
 - Miro, FigJam
- I believe tools should serve ideas, not the other way around. These are the ones I reach for most often, and I'm always up for learning something new.

WORK EXPERIENCE

Gravity Drive Jan 2024 - present

User Experience Designer

Working on a VR training project supporting law enforcement professionals in high-pressure decision-making scenarios. I focus on developing growth-related features to enhance training effectiveness and user engagement. My work includes user-centered research, needs assessments, usability studies, and creating user flows and interactive prototypes in Figma. I also design high-fidelity UI mockups and collaborate closely with product managers, engineers, and researchers to align goals and move the product forward.

Site Service Software Inc. Aug 2024 - Dec 2024

User Experience Designer (Intern)

Conducted comprehensive usability evaluations and content audits to identify user pain points and inform redesign strategies. Designed responsive, user-friendly web interfaces using Figma to create mockups and prototypes that emphasized intuitive interaction and clear visual hierarchy. Developed scalable components to improve efficiency and collaborated closely with cross-functional stakeholders to deliver design solutions aligned with business goals.

Comet Lab Aug 2024 - Dec 2024

User Experience Researcher & Designer

Performed A/B testing and iterative feedback loops to optimize interaction design decisions and boost usability and user engagement. Redesigned responsive web experiences by simplifying complex tasks into intuitive, user-friendly flows aligned with user goals.

Indiana University Jan 2023 - Dec 2024

User Researcher & Designer

Conducted research on the health impacts of dust, using user-centered design methods to develop behaviorally informed, health-conscious prototype solutions. Taught industry-standard tools like Figma, Adobe XD, Aero, and After Effects, mentoring over 100 students in creating prototypes, wireframes, and motion designs with a focus on responsive design and WCAG accessibility standards.

Dezignwala.com May 2021 - Aug 2022

Web Designer

Created visual assets, marketing banners, and built websites on WordPress to support brand goals. I developed a centralized style library to ensure design consistency and contributed to web design projects in healthcare and retail, focusing on UI, asset creation, and layout optimization.