

LAVANYA RAJORA

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EDUCATION

Cornell University

New York, USA

MPS in Information Science

Relevant coursework: Human computer interaction design and studio, UI/UX project - AlmPower, Building LLM Apps

Maynooth University

Maynooth, Ireland

Bachelor of Science in Computer Science and Software Engineering, First class honors

Relevant coursework: Data structures and algorithms, User Interface and User Experience, Web development, AI and NLP, Computer Graphics, designing for virtual and augmented reality, Databases

California State University Monterey Bay

California, USA

Computer Science, Study Abroad

Relevant coursework: Design for Digital Media, iOS and Android app development, Software design, Data Analytics

SKILLS

UX Research & Analysis: User Interviews, Co-Design Workshops, Usability Testing, Surveys, Heuristic Evaluation, Affinity Diagramming, Bipartite Analysis, Thematic Analysis, Journey Mapping, Market Research, UserTesting

Design & Prototyping: Figma, Adobe Creative Suite, Balsamiq, Canva, Lucidcharts, Godot, Blender, Wireframing, Interaction Design, Information Architecture, Accessibility and Inclusive Design, Service Design

Programming & Technical Tools: HTML, CSS, JavaScript, Python, Java, SQL, Swift, GitHub, Android Studio, XCode

Certification: Lloyds Banking Group UX Design Job Simulation (Jun 2025)

EXPERIENCE

UX Researcher & Designer, Almpower.org:

Aug 2025 - Dec 2025

- Conducted market research and co-design workshops with 10 participants to identify the needs of PWS and SLPs
- Synthesized qualitative insights using bipartite diagrams to guide feature prioritization and design decisions
- Designed information architecture and Figma prototype of a Zoom plugin and dashboard for improving self-assessment and emotional safety. Iterated the hi-fi prototype, achieving 90% task completion in user testing

UX Researcher, Obbserv O+:

Nov 2024 - May 2025

- Analyzed 30+ user sessions and usability heuristics to improve task completion across the SEO platforms
- Executed competitive research on SEO and analytics platforms to inform the redesign of the company's website

UI/UX Engineer, Intern, Decklar (formerly Roambee):

Jan 2023 - July 2023

- Developed 2 newsletter layouts and data dashboards in Figma and translated into responsive HTML/CSS and JavaScript for scalable, user-friendly production deployment across internal and client-facing platforms
- Built Python-powered reporting and email workflows to deliver personalized shipment and asset insights to users

UX RESEARCH + DESIGN PROJECTS

Digital Loneliness vs Authentic Connection | Miro

March 2026

- Interviewed 8 users and synthesized research insights via journey mapping, empathy mapping, and knowledge-assumption matrix to surface users feel "visible but not seen" online and ideated solutions through HMW reframing
- Designed a social platform with multi-profile switching and mood-based filtering for authentic digital connection

Dishcovery - Recipe Adaptation App | Figma

Oct 2025

- Investigated ingredient substitution challenges among 15 immigrants through contextual interviews and market analysis and clustered research insights using affinity diagramming to define 5 key design personas and workflows
- Created high-fidelity Figma prototype of an app incorporating flavor-radial model to enhance reflective cooking
- Performed usability testing, resulting in a 30% reduction in task errors for recipe adaptation features in prototype

Nourish - Food Access System | Figma, Blender, HTML, CSS, React.js

Sept 2025

- Led end-to-end UX research for a mobile food pantry, conducting market research for 10+ food delivery and older adults transport services, user and user proxy interviews, and affinity mapping sessions with 60+ older adults
- Innovated low-tech fresh hot meal plans and grocery delivery food truck service interactions and high-fidelity website to support predictable scheduling, dietary needs, and social connection for the food truck
- Implemented moderated usability tests and iterated prototypes to accommodate accessibility design standards

iOS Applications | Figma, XCode, Swift

Oct 2022

- Crafted paper prototypes, low and high-fidelity wireframes for an iOS weather app visualizing relevant statistics
- Programmed and tested the weather app in Xcode using Swift by integrating live weather, wind speed, air quality APIs, and an interactive map to validate usability, interaction flows, and overall user experience