

Shivani Kalkeri,

Sr. Visual Experience Designer

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Seasoned Visual Interface Designer with 5+ years of experience, known for practical design solutions and strong collaboration skills. I am committed to delivering impactful results.

Specialize in high-fidelity mockups, rapid prototyping, adaptive and responsive design, as well as design systems and guidelines.

Work Experience

Sr. Visual Experience Designer @ Autodesk

SEP 2024 - PRESENT

- As a Platform Experience Designer for PDMS, I collaborate with the experience design team and the platform engineering team where I focus on exploring, planning, verifying, and building scalable solutions.
- Designed high-fidelity UI mockups and incorporating responsive and adaptive strategies to enhance user experience.
- Created custom icons and illustrations tailored to align with various themes, including light, medium, and dark modes.
- Actively contributed to the development and refinement of the Weave Design System, ensuring consistency and usability across projects.

Project highlights

Project 01: Weave extended Design systems

- As a key contributor to the multi-year strategy for the Unified Fusion Industry Cloud, I played an integral role on the Device Independence team, where I was tasked with defining the touch and responsive strategy for various components. eg. Tooltips, 3D Manipulators etc.
- By conducting thorough research, addressing unique challenges, and collaborating with key stakeholders, I effectively developed solutions that facilitated the complete adoption and implementation of our Weave Design system

Project 02: Nomad, Device independence

- As the lead VXD for Fusion (software for 3D CAD), my responsibility is to create Hi-Fi wireframes for the device-independent canvas experience that will scale across all platforms and devices.
- This involves designing a unified, responsive canvas that works seamlessly on any device, whether it's a desktop, tablet, browser, or smartphone.

Skills

- User Research
- Interaction Design
- Visual Design
- Responsive & Adaptive design
- Design systems
- Communication and Collaboration
- User Testing
- Adaptability and Continuous Learning
- Stakeholder management

Tools

- Sketch
- Figma
- Figjam
- Adobe Creative Suite
- InVision
- Marvel App
- Framer
- Webflow

Education

MFA

Boston university

SEP 2016- MAY 2018

User Interface designer @ Fiix by Rockwell Automation

JUL 2021 - JUL 2024

Project: Revamping Plex's UI to adopt Rockwell's design system

- Led the transformation of Plex's Demandcaster UI into Rockwell's unified design, harmonizing diverse UI components into a cohesive system, earning recognition in the company's UX newsletter.

Project: Fiix design system

- Co-led the revamp of Fiix's design system, addressing inconsistencies and reimagining key design elements, resulting in a visually appealing web platform that established a solid foundation for future UI development.

Project: Team Equipment and User management contribution

- Actively contributed to the Equipment and User Management modules for the Fiix team, collaborating with product managers and UX designers to create high-fidelity mockups and prototypes, ensuring pixel-perfect implementation through regular review sessions.

Visual Designer @ Sprinklr

AUG 2018 - JUN 2021

Project: Designing Campaign planner tool for NIKE

- Collaborated with Nike, the company's largest client, on a campaign project featuring low-fidelity mockups of overview and planner components for brand ambassadors like LeBron James and Michael Jordan.
- Transformed these mockups into high-fidelity wireframes, actively incorporating feedback from both internal teams and Nike employees.

Visual Designer Intern @ Monster Worldwide

JUN 2017 - AUG 2017

Project: Designing Marketing collaterals

- Worked closely with the Graphic Design team and was responsible in delivering marketing promotional images which were used on social media platforms.
- Collaborated closely with a Videographer to shoot for ad campaigns