Tejal Kalgutkar

Design Research · User Experience & Interaction Design

Pursuing M.Des by Research at IDC School of Design, a program focused on building skills in design research. I'm working on projects that explore how technology can enable sustainable health and fitness habits, focusing on activity tracking, human support and personalized fitness guidance.

Portfolio **tejalkaportfolio.com**

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EDUCATION

M.Des by Research (2024 - 26)

IDC School of Design, Indian Institute of Technology, Bombay

B.Des - Industrial and Product Design (2019 - 23) School of Design, University Of Petroleum and Energy Studies

WORK EXPERIENCE

Design Fellow - Build for Bharat Fellowship by Bharat Digital Tamil Nadu E-Governance Agency · May – July 2025 · Chennai

- Designed the Makkal Portal (Citizen's Schemes Portal) using TN's State Family Database, improving eligible schemes discoverability for enabling 8+ crore residents to access 1,700+ schemes.
- Drafted research plans for surveys and usability tests to identify usability gaps and citizen pain points across e-Sevai systems, to be carried out statewide.
- Created feedback system flows for the 13,000+ e-Sevai centres, that can help departments capture citizen insights and inform policies for improvement of service experience.

Product Designer

Wysa · Nov 2023 - Jul 2024 · Remote

- Designed the Wysa Chats feature from PRD drafting, research and benchmarking to final design and developer handoff.
- Created compliant and user-friendly onboarding and consent flows for generative AI based app versions.
- Supported the conversation design team, contributing to prompt design, testing, and Al integration.

Associate UX Designer (Internship)

Thence · Jan 2023 - Apr 2023 · Remote

- Co designed a guided investment platform for young professionals - led user research with 30+ participants, benchmarking of 7+ products, and delivered UX strategy and UI design focused on goal-based investing and expert advisory.
- Created UX flows for Upswing, a Finance-as-a-Service SDK designed customizable, modular, integration-friendly flows to help their partner platforms quickly launch financial products.

Project Intern (Industrial Design and UI UX)

Biorad Medisys Pvt. Ltd · May 2022 - July 2022 · Pune

- Designed UI and enclosure concepts for a video processing unit, improving usability and ergonomics.
- Explored advanced distal tip concepts for flexible endoscopes to enhance precision and control.
- Created membrane keypad layouts for a suction irrigation pump, streamlining usability and workflow.
- Designed protective packaging (alternative for blister packaging) for a stent deployer, improving safety and handling efficiency.

PUBLICATION

Research Paper - Understanding the Usability of School Stationery and the Scope for Innovation. Presented at HWWE 2021 Conference, IIT Guwahati. DOI - 10.1007/978-3-030-94277-9_20

ACHIEVEMENTS

- Top 10 Distinguished Paper Award among 63 full papers at HWWE 2021 Conference, IIT Guwahati.
- Winner, BATTLE OF PROJECTS 2022, ADI Awards among over 630 entries across 11 categories (Project - BinPan, Industrial Design)
- Selected as one of the 20 Public Technologists from 25,000+ applicants for the Build for Bharat Fellowship as a Design Fellow by Bharat Digital.

CERTIFICATIONS

- Product Experience Design Using Behavioral Science (PxDB) | First Principle Labs
- Design Thinking for Innovation, University of Virginia | Coursera
- Essentials of Entrepreneurship: Thinking & Action | University of California, Irvine | Coursera

POSITIONS OF RESPONSIBILITY

- Treasurer, IDC Student Council, IIT Bombay
 July 2025 present. Managing finances, budgets,
 expense tracking, and allocation of funds for IDC
 student activities and events.
- Organizing Team Member, India HCI 2024, Coordinated workshops, ensuring smooth operations and participant engagement.
- Student Placement Representative, Placement Cell, UPES · Aug 2022 May 2023
 Facilitated placement activities for the B.Des Industrial & Product Design batch (40+ students), streamlining communication between students and the placement cell.

SKILLS

Qualitative and Quantitative Research · Surveys · User Interviews · Usability Testing · Benchmarking · Thematic & Content Analysis · Descriptive Statistics · Data Synthesis · Behavioral Analysis · Research Writing & Presentation

 $\label{lem:continuous} \begin{tabular}{ll} Interaction Design \cdot Wireframing \& Prototyping \cdot Design \cdot Strategy \cdot Systems Thinking \cdot Behavioral Design \cdot Data Visualisation \end{tabular}$