

Abhishek Jha

UX Researcher and Product Designer

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PROFILE

UX researcher and product designer with 3+ years of professional experience across B2B SaaS, AI platforms, healthcare, and immersive products. Grounded in research methods (moderated usability testing, SUS, UEQ, JTBD, thematic analysis) and experienced with end-to-end product work from discovery through shipped UI and developer handoff. Currently completing M.Sc. Human-Computer Interaction at Universitat Siegen and starting a UX Research internship at TeamViewer in November 2026. Two clients raised funding during engagement. One product scaled to 600K+ users.

EDUCATION

M.Sc. Human-Computer Interaction

Universitat Siegen, Germany Grade 1.2

User Research Methods | Interaction Design | Cognitive Systems | Accessibility

Oct 2025 – present

B.C.A. (Computer Applications)

VIPS, Delhi (GGSIPU) Grade 1.7

Design Team Lead, ACE Society | Organised hackathons and UX workshops

Jul 2020 – Jul 2023

PROFESSIONAL EXPERIENCE

UX Research Intern

Nov 2026 – Apr 2027

TeamViewer · Göppingen, Germany · Pflichtpraktikum (full-time, 6 months)

- Joining the UX Research team led by Wolfram Nagel inside TeamViewer's **User Focus Program (UFP)**.
- Working with **SUS, UEQ, and Jobs-to-Be-Done** frameworks to evaluate and improve core product experiences.
- Applied for this role twice after an initial unsuccessful interview round; was invited back when the position reopened.

UX Designer and Research Consultant (Freelance)

Feb 2024 – Aug 2025

Pexilim (own studio brand) · Remote · Clients in India and the USA

- Redesigned the core calling workflow for **Ringg AI** (B2B voice AI SaaS) after moderated usability testing with sales and support users. Task completion increased **60%+**; the product shipped before their **\$1M+ funding round**. Also designed their investor pitch deck.
- Owned end-to-end UX for **DesiVocal** (AI voice generation platform). Research-led design decisions contributed to user growth from **20K to 600K+ users**.
- Built component libraries and design token systems across B2B SaaS clients; reduced **design-to-development time by 40%** and improved handoff accuracy by 60%.
- Ensured WCAG accessibility compliance across 12+ web projects with detailed usage guidelines for engineering teams.
- Additional clients: BNZ Green (carbon credit dashboard), Turbofinn (gaming platform), HourlySpot, Dynamic Servitech, Orion, Shoonya, Bright Side Legacy, Rashi Jain Design, Moelty Creative.

UX Designer

Sep 2022 – Jan 2024

CogXR Labs (now Mythaverse) · Greater Noida, India · Full-time

- Built the company's first design system from scratch: component libraries and pattern documentation powering **7+ applications** across healthcare and VR education verticals.
- Designed VR training and wellbeing platforms adopted by **15+ institutions**, including **Empower**, a VR app for stress management, interview practice, and cognitive skills.
- Iterative usability testing reduced UI inconsistencies by **30%**; accessibility improvements raised usability scores by **40%**.
- Worked in agile sprints alongside developers and product managers; maintained versioned design documentation for smooth handoffs.

ACHIEVEMENTS

- Chanakya UG Fellowship, IIT Roorkee (2023)** — awarded for UX research methodology applied to the Oncarea cancer care ecosystem; awarded during the final year of BCA.
- 2nd Place, Designathon Plugin Competition, Amity University (2023)** — competed against design students from across Delhi.
- Workshop Lead, VIPS Delhi (2022)** — designed and ran a hands-on UX and Figma workshop for 120+ students.

UX RESEARCH PROJECTS

- VR First Aid Training**

2025
- M.Sc. Team Project · Universitat Siegen · with Jonas Diefenbach*
 - Conducted user interviews and literature analysis on VR-based emergency response training; led concept visualisation and ideation.
 - Built a **WebXR prototype in Three.js**, playable on both desktop and VR headset.
- Oncarea — Cancer Care Ecosystem**

2023 – 2024
- Chanakya UG Fellowship · IIT Roorkee*
 - Conducted multi-group interviews with patients, doctors, and caregivers; synthesised findings into tested interaction prototypes for a digital healthcare platform connecting all three groups.

PERSONAL PRODUCTS AND VENTURES

- **Sprich** (in progress) — interview practice and candidate management platform, B2B SaaS and B2C. Founder, designer, and developer.
- **Germanly** — German language learning web app. Reached **128+ users and 3K+ impressions** with no paid promotion. Running on autopilot. mygermanly.com
- **DualCap** — Chrome extension for language learning through Netflix and YouTube dual subtitles. Published on the Chrome Web Store.
- **DigiMe** — micro SaaS that turns portfolios into AI chatbots.
- **Arvix** — student awareness initiative running Skill 4.0 workshops at colleges, connecting students to real industry careers.

SKILLS AND METHODS

RESEARCH	DESIGN AND DELIVERY	TECHNICAL AND COLLABORATION
User interviews, Moderated and unmoderated usability testing, SUS, UEQ, Jobs-to-Be-Done, Heuristic evaluation, Surveys, Thematic analysis, Co-design workshops, MaxQDA, Speculative design	Figma, User flows, Wireframing, Prototyping, Journey mapping, Design systems, Component libraries, Design tokens, Accessibility (WCAG), UI consistency audits, Developer handoff, Design QA	HTML, CSS, Front-end basics, Framer, Webflow, Three.js (WebXR), Agile (Scrum and Kanban), Confluence, Miro, AI-assisted research workflows (Claude, Groq)

LANGUAGES

English C1 professional working proficiency **German** A2 actively learning **Hindi** Native

References available on request. Letter of recommendation available from Nitin Gokhale, Director, Dynamic Crane Engineers Pvt. Ltd., Pune (Feb 2025).