

URVESH PATEL

Product Designer

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WORK EXPERIENCE

Senior User Experience Designer | Walmart Global Tech

Bentonville, AR | Oct 2022 - Present

- Lead design for Walmart: Fresh Produce, and Food Safety compliance teams, driving revenue of over \$2m/year, then scaled it further to **generate \$1.3b/year** across 10 international markets, serving **500+ suppliers**.
- Established a mobile app design system to ensure consistency across products (Android, iOS, tablet and web app).

User Experience Designer | Walmart Global Tech

Bentonville, AR | July 2022 - Oct 2022

- Led the redesign of multiple Walmart Global Sourcing products **across 6 international markets**: generating more than **\$30 billion** worth of business volume.
- Led and executed the full product design lifecycle from initial discovery to delivery for the Walmart Factory Audit platform; making it possible to better evaluate the production capacity of **10,000+ Walmart factories**.

User Experience Design Intern | Walmart

Bentonville, AR | June 2021 - Aug 2021

- Led end-to-end design of an **internal enterprise tool**, global sourcing platform, making sourcing easier and seamless, which was **launched in Q3 2021**.
- Worked in agile sprints to produce design solutions through rapid prototyping and best UX practices: serving **15,000+** users.

User Experience Designer | BAPS Charities

Richmond, VA | Nov 2018 - June 2021

- Redesigned the web-platform from research to execution. Reaching **3k+** monthly active users and **35% increase** in donations.
- Leading the organizations' web and mobile design by successfully identifying complex pain-points, introducing design thinking, and creating solutions that meet business requirements and user needs.

EDUCATION

VCU Brandcenter

M.S. in User Experience Design
Graduation: May 2022

Virginia Commonwealth University

B.S. in Information Systems
Graduation: May 2020

LEADERSHIP & COMMUNITY

Founder & Lead Design Instructor Creative Academy

Facilitate 4+ design lessons per week and provide 1:1 mentoring for over 250 design students during the COVID-19 pandemic.

President & Creative Director VCU BAPS Campus Fellowship Club

Lead a team of 10 coordinators in developing all promotional and print material for the club which hosts 300+ members.

SKILLS

Design

Interaction Design, Mixed Reality (AR/VR), Storyboarding, User Flows, Wireframing, Prototyping, Data Visualization

Research

Guerrilla Research, User Interviews, Journey Mapping, Contextual Inquiries, Competitive Analysis, Usability Testing

Tools & Languages

Figma, Sketch, Invision, Balsamiq, Marvel, OmniGraffle, Photoshop, Illustrator, Mural, After Effects, HTML/CSS, Javascript

Collaboration

Organizing Workshops, Facilitating Design Critique, Project Management, Design Sprints, Product Thinking