

Viraj Nikam

UI/UX Designer | Interaction Design & Prototyping

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[Portfolio](#) | [linkedin.com/in/virajdesignz](https://www.linkedin.com/in/virajdesignz)

UI/UX designer combining human-centered research, visual craft and systems thinking. My background spans industrial design and digital products, with hands-on work translating complex workflows into clear, usable experiences. I prototype in Figma and code, using AI tools to explore, build and refine ideas.

EXPERIENCE

Product Designer, UX and Implementation

Aug 2025–Present

Crystal Inn Hotel & Suites | Texas

- Own workflow research and interface design for a housekeeping web app used by 10–14 rotating staff across three hotel properties.
- Enabled near-immediate resolution of selected room issues that previously took about 15 minutes or required waiting for a colleague, based on operational observation.
- Designed shared room allocation, incident records and issue reporting; partnered with a contract developer on backend requirements and implementation of Figma flows.

Graduate Teaching Assistant and Graduate Grader

Aug 2023–May 2025

Arizona State University | Supported prototyping-lab fabrication and reviewed CAD and visual communication coursework.

SELECTED PROJECTS

Job Hunt | Application Workflows

2026

Independent learning project | [Project details](#)

- Applied current AI design and coding tools to an Android application-preparation workflow and a separate desktop tracking dashboard, building practical prototyping capability.
- Designed document-review checkpoints, explicit submission confirmation and recovery states, plus interactive views for status, follow-ups and supporting evidence.

Alfred | Personal Planning

2026 · Private beta

Independent project, formerly Jarvis | [Project details](#)

- Designed and developed task capture and scheduling around minimal required input, direct editing and clear task states.
- Evolved Figma flows into a working private beta with persistent task and schedule data; prioritized reliable manual workflows before planned AI features.

Mission Genesis | Lunar Mobility & Habitation

2025

- Developed the chassis and habitation-module interiors for a modular lunar mobility system, balancing mechanical constraints with spatial usability.

ASU Design Excellence Award (team award) · Presented at Milan Design Week 2025

EDUCATION

Master of Industrial Design | Arizona State University

May 2025

BE, Mechanical Engineering | Maharashtra Institute of Technology, Pune

Nov 2020

SKILLS

Design: Workflow research, information architecture, user flows, interaction design, visual hierarchy, wireframing, prototyping and developer collaboration.

Tools: Figma, FigJam; React, React Native/Expo, HTML/CSS, TypeScript and SQLite for prototyping; AI design and coding tools; SolidWorks and KeyShot.