

# ABHI HUPARE

Sr. UX Designer / Human Factors Engineer

[www.abhihupare.com](http://www.abhihupare.com)

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Portland, Oregon

+1-503-740-0058

Agile Sr. UX designer / Human Factors Engineer / Product designer with 17+ years of experience with passion for designing user-centric, delightful human experiences and helping solve complex UX challenges to simplify user interaction. Managed & led large enterprise application projects from research to production stages.

## SKILLS

- User Experience Design
- Human Factors Engineering
- User Centered Design
- Digital Product Designer
- Storyboarding
- Visual Design
- User Research & Testing
- UX Team Management
- Agile methodologies
- Illustration
- HTML & CSS
- Product Thinker
- Wireframing
- Journey Maps

## TOOLS

- Sketch
- InVision Studio
- Adobe XD
- Figma
- Photoshop
- Illustrator
- Affinity Designer
- Affinity Photo
- Keynote
- Dreamweaver

## CERTIFICATIONS

- **Certified Usability Analyst**  
Human Factors International
- **Certified SAFe 4 Practitioner**  
Scaled Agile
- **Human Subjects Research**  
CITI Program

## EDUCATION

- **Mechanical Engineering**  
Shivaji University, India

## PORTFOLIO

For Portfolio password  
Please send an email / Text  
[abhihupare@gmail.com](mailto:abhihupare@gmail.com)  
+1-503-740-0058

## SKILLSETS / CORE COMPETENCE

- Certified Usability Analyst from Human Factors International CUA no: 2007-1179
- Certified SAFe practitioner – Scalable Agile Framework – Agile methodologies experience as Scrum master & Product Owner.
- Plan and conducts research to identify user needs and behaviors, using methods such as surveys, interviews, and contextual inquires
- Defines user needs, preferences, and behaviors through qualitative and quantitative data analysis.
- Designs and documents user experience through deliverables such as personas, scenarios, storyboards, graphic assets like icons, UI controls, interactive prototypes and design specifications
- Create user flows, wireframes, site maps, customer journey maps, and other tools to guide the product development process.
- Produce engaging experiences using sketches, storyboards, information architecture and prototypes to collect feedback and iteratively improve and support the design process.
- Research user requirements through customer interaction and discussions with business stakeholders
- Translates requirements into innovative design solutions within a collaborative and agile environment
- Documents usability goals, recommendations and standards/guidelines at key intervals in project lifecycle
- Designs and rapid prototypes user interfaces in multiple formats, including HTML, PowerPoint
- Validates usability of design by creating test plans, recruiting participants, conducting usability sessions, and reporting results
- Conducts remote usability testing with multi-geographic users & manages usability studies
- Collaborate cross-functionally with product management, engineering and user research to ensure a smooth, data-driven product development process

## WORK EXPERIENCE

### ● Intel Corporation Interaction Designer Portland,OR

2014 - present (5 yrs 1 mo)

- Leading UX design strategies for redesigning Intel's Enterprise Product Data Management (PDM) tool.
- Tool is used by 28,000+ active users from R&D, Product & Engineering teams.
- Responsible for managing user research & UX design by working closely with End users / Product stakeholders / Product owners / Software architects to understand requirements and translate ideas into UX wireframe concepts.
- Designing rapid wireframe prototypes by following Agile UX methodologies.
- Testing conceptual wireframes with actual users and improvising wireframes iteratively.
- Critical role involved driving interface consistencies for maintaining compliance with Intel's master look & feel UI standards and evolving UX patterns for reusability.

### ● ACHIEVEMENTS

- Newly designed Item BOM application got a 76% user satisfaction in comparison to previous 63% satisfaction with legacy UI.
- Design implementation reduced overall popup screens by 70%, reduced mouse clicks by 35% and increased overall user productivity by 31% - which translates time saving for Intel product teams.

- **Intel Corporation** Human Factors Engineer Bangalore, KA

2006 - 2014 (8 yrs)

- Managed UX design for SSG's Developer Product Division (DPD) team driving user research & UX design for software development products like Intel Parallel Studio for Windows / Mac OS / Linux.
- Lead the team to build a robust UX strategy for product startup experience
- Re-designed the product installing experience for Intel Parallel Studio for Windows / Mac OS / Linux installers
- Developed a unified installer strategy for consistent experience across Win/Mac/Lin installers
- Re-designed Intel Registration center (IRC), Enterprise Licensing portal used by end users of Intel software development products to manage product registrations, product download, manage licenses, managing support services.
- Delivered online Usability webinar series to Intel AppUp center developers
- Designed UX Design for Intel's Software Update Manager tool
- Delivered keynote training sessions in Intel India's Ultrabook partner events

- **ACHIEVEMENTS**

- Startup experience issues as a % of all customer reported problems decreased from 42% to less than 5%, an 88% improvement
- Received Intel Software Quality award in 2010 for the Product Startup Experience Technologies

- **Capgemini (formerly Kanbay)** Usability Consultant Hyderabad, TS

2005 - 2006 (9 mons)

- **Digitalthink (acquired by Convergys)** Senior Content Developer Hyderabad, TS

2003 - 2005 (2 yrs)

- **Vertex Software (acquired by NTT)** Design Team Lead Pune, MH

2001 - 2003 (2 yrs)