🌻AKSHATA MURDESHWAR



Product Designer, Researcher, and Creative Technologist with a Master's in Interactive Media Technology (HCI) and over three years of international experience in user-centered design across Sweden, South-East Asia, Africa, the UK, and India. Skilled in translating qualitative and quantitative research insights into strategy, wireframes, interactive prototypes, and accessible digital interfaces, with experience integrating AI-driven tools to accelerate the design process from concept to finished product.

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RELEVANT EXPERIENCE

FREELANCE DESIGN AND RESEARCH CONSULTANT
Self-employed 2025 – Present, Stockholm
- Designing UX/UI, visual identity, wireframes, and clickable prototypes for web and mobile for small businesses and independent clients.
- Conducting user testing, qualitative user research, and art direction from brief to final delivery.

DESIGN RESEARCHER (DESIGN FICTION)
Stockholm University (Independent Collaboration) 2025, Stockholm
- Designed and developed design fictions to explore algorithmic governance and working conditions within the gig economy.

DESIGN MANAGER AND OPERATIONS ASSISTANT (AMANUENS)
NAVET Centre for Art, Design and Tech (KTH) 2023-25, Stockholm
- Designed and developed design fictions to explore algorithmic governance and working conditions within the gig economy.

TEACHING ASSISTANT
KTH Royal Institute of Technology 2023-25, Stockholm
- Conducting user testing, qualitative user research, and art direction from brief to final delivery.
- Assisted in the Master's level course Sustainability and Media Technology with curriculum development, grading of student work, and administration.

BOARD MEMBER AND ART DIRECTOR
Malvina 2023-24, Stockholm
- Led a three-person design team responsible for visual design, website, and consistent brand direction.

AR DESIGNER and DEVELOPER
KTH Royal Institute of Technology + Colonial Archive **(AR)** 2023, Stockholm
- Designed and developed the interface (UI/UX) for an AR application that makes archival material accessible to local communities in Central Africa.
- Conducted 3D modeling, requirements analysis, and user testing; the application was exhibited at the National Gallery in Kinshasa.

SUMMER RESEARCH INTERN
Digital Futures Lab + KTH (Social Robotics) 2023, Stockholm
- Analyzed and improved sound design for social robots through multimodal film analysis, resulting in a scientific publication.

SPECULATIVE DESIGNER AND RESEARCH ASSISTANT
KTH Royal Institute of Technology **HCI Design Research Group** 2022-23, Stockholm
- Developed four speculative and tactile prototypes to make data visualization accessible for individuals with visual impairments.

UX RESEARCHER AND DESIGNER
Rapido **(Mobility and Transport)** 2021-2022, Bengaluru
- Led a project to transform the taxi driver earnings experience, addressing critical issues of trust, technical challenges, and localisation challenges.
- Conducted stakeholder interviews and analyses, iterative prototyping, and participatory design activities demonstrating capacity to translate user insights into actionable design solutions.
- Assisted in establishing research frameworks, leading to an increase in company efficiency as one of the founding members of the research team within Rapido

UX RESEARCHER
Yara International **(Agri-tech)** 2021, Bengaluru, Singapore
- Experienced with cross-cultural and remote qualitative methods and translating findings for product teams.
- Conducted fieldwork and market analyses across Africa, SE Asia, and India, applying findings to improve FarmCare App usability

STRENGTHS

👥Multi-level Collaboration
Planned, executed, and presented projects across levels. From PMs to CEOs.

💓 Empathy
Developed a deep understanding of users and attitudes bringing unique insights to products

🌏 Global Experience
Worked on projects in 4+ countries- India, UK, Japan, Sweden, Southeast Asia, and SouthAfrica

SKILLS

UX & Collaboration
UX/UI Design, Wireframing, Design Systems, Information Architecture, Accessibility, User Interviews, Usability Testing, A/B Testing, Journey Mapping, Agile, Scrum, Jira, Trello, Miro, Notion, Google Analytics.

Design and Prototyping
Figma, Figma AI, Adobe Creative Cloud (XD, Illustrator, Photoshop, InDesign, Premiere Pro), Sketch, ProtoPie, InVision, Blender, Rhinoceros, Keyshot, SketchUp.

AI & Emerging Tech:
Prompt Engineering, OpenAI and Anthropic APIs, Unity, Arduino, Raspberry Pi, Tobii Eye-Tracking, Python, Java, JavaScript, C#.

Currently Learning:
Unreal Engine,, Midjourney, Touch Designer

🗣️ Languages:
English (Native)
Hindi (Native)
Swedish (Conversational)
Konkani (Native)
Marathi (Native)

AWARDS

KTH One-Year Scholarship, 2023
Erasmus+ Grant, 2019

NEW MEDIA DESIGNER
Transhuman Collective 2020-2022 Mumbai
- Performed technical R&D in motion tracking, AR/VR, and chroma-key production for virtual brand launches (including Jaguar i-Pace, Ultratech, and Adiraj).

DESIGN INTERN
Science Gallery Bengaluru 2020, Bengaluru
- Developed an interactive AR campaign and public engagement strategies for the Contagion exhibition.

EDUCATION

MScINTERACTIVE MEDIA TECH (Human Computer Interaction)
KTH Royal Institute of Technology, Sweden, Aug 2022 - Dec 2024
KEIO MEDIA DESIGN (Thesis Semester)- Keio University, Japan, Mar-Jun 2024
BDes HUMAN CENTRED DESIGN
Srishti Institute of Art, Design, Technology, India, Jun 2017 - Aug 2021
INTERACTION DESIGN (Semester) - Glasgow School of Art, UK Sep 2019 - Jan 2020

Certificate in Transmedia Storytelling - University of New South Wales

SELECTED PUBLICATIONS

1. Investigating the Role of Robot Voices and Sounds in Shaping Perceived Intentions | 2023, Presented at HAI'23, doi.org/10.1145/3623809.3623949
2. Cripping Data Visualizations: Crip Technoscience as a Critical Lens for Designing Digital Access | 2023, Presented at ASSETS'23, doi.org/10.1145/3597638.3608427
3. Semiotic Analysis of Robot Sounds in Films: Implications for Sound Design in Social Robotics | 2024, Published in International Journal of Social Robotics Vol 17, doi.org/10.1007/s12369-024-01186-2
4. Designing with Decolonial Intent: Towards a Decolonial Archive in Resistance to Epistemicide | 2025, Presented in DIS'25, doi.org/10.1145/3715336.373573
5. Paused by the Platform: Probing The Labor of Waiting in Gig Work with Design Fiction In progress