

Shibani Dhume

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I synthesize user needs, come up with ideas, turn them into concepts, and present them as tangible interactive artifacts. I have a strong technical background and a passion for human-centered design, allowing me to create meaningful user experiences.

Work Experience

Kareo, Dec 2015-Present

Sr. UX Designer (since 2017, previously UX Designer)

- Designed and launched Patient Intake, an MVP product feature that increased product attach rate from 16% to 50%
- UX lead for a large effort to meet requirements for MACRA - a recent government program. This effort consisted of a total of 21 projects over the course of 6 months.
- Revamped a dashboard to support an insurance enrollments process, increased satisfaction with experience by 13%, decreased support calls by 21%
- Currently leading product and migration strategy for unifying two product lines onto the web platform
- Created a company-wide Style Guide that documented all the components and patterns in our UI Kit to ensure consistency across the platform
- Ongoing maintenance and development of Kareo Design Framework
- Created tools such as Sketch UI Kit and taught the product managers how to use it to create concepts, developed and implemented design process within product team
- Developed interactive prototypes in angular which was used in production code

Mirth Corporation, May 2013-Oct 2015

UI/UX Engineer

- Created a design system for Mirth Platform
- Helped build out the UI/UX Team and incorporate human-centered design within the company
- Conducted discovery research, identified personas and jobs, developed high/low fidelity mockups, created interactive prototypes using HTML, Angular, CSS, worked closely with engineers to implement designs

Front-End Web Developer

- Designed and implemented web experiences, redesigned key sections emphasizing consistency and improving information hierarchy

Freelance Front-end Developer, March 2013-Present

Education

UC, Irvine

Bachelor of Arts, cum laude, in Informatics Software Engineering & Human Computer Interaction

Deliverables

Wireframes

Low-Fi / High-Fi Prototypes

Personas

Journey Maps

Requirements

Methods

Desk Research

Surveys

Interviews

Concept Testing

Usability Testing

Web Standards

HTML

CSS/SASS

Angular

Jquery

Bootstrap

Tools

Balsamiq

Sketch

Photoshop/Illustrator

Invision/Craft Library

Github