

RUDHRA REKAPALLY

Frisco, TX (Open to Relocation) · +1 720-698-1534 · design.rudhrarekapally@gmail.com · [Portfolio](#) · [LinkedIn](#)

SUMMARY

Product / UX Designer with 4+ years designing customer-centered, mobile-first experiences across AI SaaS, healthcare, and enterprise products. Runs end-to-end UX—discovery, user research, usability testing, prototyping, and responsive multi-device design—and partners closely with engineering to ship scalable design systems and WCAG-aligned, accessible interfaces. Synthesizes qualitative and quantitative insight into simple, intuitive flows and navigates ambiguity to turn complex capabilities into clear, trustworthy products.

EXPERIENCE

Product / UX Designer

Dec 2025 – Present

SolvirIT — Frisco, TX

- Owned end-to-end design of AI-driven enterprise SaaS products, conducting discovery, user research, wireframing, and creating high-fidelity Figma prototypes; designed AI interaction patterns for chat, copilot, and action-driven UI—including system transparency, approval flows, and retries—to make AI outputs clear, controllable, and trustworthy, which increased user confidence in the product.
- Authored a 27-page executive research brief—AI-agentic market opportunities, UX trends, competitive intelligence, and client personas—that drove SolvirIT's strategic repositioning and served as the blueprint for a company-wide website redesign I led from concept to implementation.
- Partnered with frontend engineers to maintain and evolve the design system, updating Figma component libraries with new patterns; this kept design and implementation aligned across products and reduced inconsistencies, speeding up development cycles.

UX Designer

Dec 2024 – Jun 2025

Superstars — San Jose, CA

- Designed data-rich, high-density interfaces for streaming and real-time workflows, defining contextual navigation and discovery patterns—search, filters, breadcrumbs, and entity insights—plus empty, loading, error, and partial-success states for asynchronous actions, improving findability, time-to-action, and usability for power users.
- Reduced key user friction points by 40% through a multi-method UX evaluation (user testing, competitor analysis, and user interviews), translating 22 critical usability issues into prioritized, actionable redesigns.
- Designed and prototyped a story-driven mobile onboarding flow and a web-based admin portal using Figma and HTML/CSS/JavaScript; documented handoff in Jira and applied WCAG 2.1 AA guidelines, which boosted user engagement with the onboarding experience and streamlined administrative tasks, reducing task completion time.

Designer / Brand Designer

Sep 2024 – Dec 2024

Nume — San Jose, CA

- Championed and created the company's first brand guidelines, independently producing a 32-page resource that established a consistent, scalable identity across product and marketing touchpoints.
- Reduced marketing design workload by 30% by creating a reusable social media toolkit and templates, improving brand consistency across social platforms.
- Built a reusable Figma component library using variants, Auto Layout, and design tokens mapped to a React and TypeScript codebase; defined interaction and motion specifications for transitions, loading, and empty states, enabling consistent implementation and reducing downstream rework.

UX Designer

Aug 2023 – Dec 2023

Compass Health Network — Boulder, CO

- Led market research and competitive analysis—SWOT across 24 companies—that informed the corporate acquisition of the 'Comfort' app and defined a viable product strategy.
- Secured a 30% increase in project funding by conducting user interviews with patients and doctors to define a user-centered product roadmap and ensure full HIPAA compliance.
- Designed the full user experience for "Comfort," a HIPAA-compliant healthcare app, conducting patient and clinician interviews, creating journey maps, and building a 90-plus-screen interactive prototype in Figma that clarified complex multi-step workflows, enabling the team to finalize the design faster.

- Partnered with engineering to embed WCAG 2.1 AA accessibility into component specs and build a shared HTML/CSS pattern library for a new clinician dashboard; co-created the organization's first design system, unifying disconnected experiences under one visual and interaction language.

LogUS — *Bengaluru, India*

Internal LogUS Design · *UX Engineer & Designer*

Jul 2021 – Jun 2022

- Improved satisfaction scores by 20% by optimizing internal applications through CSAT insights, indirect user feedback, and iterative UX improvements.
- Designed a scalable internal management tool that increased user engagement and task completion by 12% through clearer workflows and reusable UI patterns.
- Expanded a shared component library by applying client-facing UX and design-system experience, standardizing interaction patterns and reducing Figma-to-React/HTML implementation drift.
- Reviewed GitHub pull requests with engineering to ensure UI consistency and created detailed annotated specifications for component properties, states, and edge cases, which improved UI quality and accelerated development handoff.

Client: Vocsy Infotech · *UX Designer*

Apr 2019 – May 2021

- Designed wireframes and interactive user flows for responsive web and mobile features using Axure and Figma, collaborating with product managers and developers in Agile sprints, which shortened design-to-development handoff time by improving clarity of requirements.
- Built HTML/CSS prototypes for high-fidelity interaction reviews, accelerating stakeholder alignment and reducing back-and-forth during developer handoff.
- Evolved a shared design system and React component library with engineering, translating Figma components into implementation-ready patterns with defined properties, states, and variants in GitHub, resulting in more consistent UI across products and faster developer onboarding.

SKILLS

Design: Mobile-First & Responsive Multi-Device Design, AI Interaction Design, Interaction Design, Visual Design, Wireframing, Rapid Prototyping, Design Systems & Component Libraries, Design-to-Development Handoff, Information Architecture, WCAG 2.1 AA Accessibility

Research: User Research, Usability Testing, A/B Testing, User Interviews, Competitive Analysis, Journey Mapping, Personas, Heuristic Evaluation, Qual + Quant Data Synthesis, Stakeholder Management, Agile

Tools: Figma, Adobe Creative Suite (Photoshop, Illustrator, XD), Sketch, Miro, Axure, Hotjar, Google Analytics, Jira, GitHub, Framer, Webflow, HTML/CSS/JavaScript, NumPy, Pandas

EDUCATION

M.S., Creative Technology and Design · GPA 3.9/4.0

Aug 2022 – May 2024

University of Colorado Boulder — Boulder, CO

B.Tech., Computer Science · GPA 3.83/4.0

Aug 2017 – May 2021

Bharath University — Chennai, India

SELECTED PROJECTS

[Clarity Schools](#) · *Client — UX Researcher*

UX research engagement with a real edtech client. As UX researcher, ran user research to surface needs, behaviors, and pain points, then translated findings into insights and recommendations that shaped product and design direction.

SimplUI · *Graduate Capstone (M.S.) — Product Designer*

Master's capstone: a robust, end-to-end design system consolidating tokens, variants, icons, emoji, and core UI elements in one place so designers can produce day-to-day visuals faster. Its differentiator is built-in guidance—every element carries usage guidelines and rationale (e.g., recommended icon sizes and why)—making it a teaching tool as much as a component library.

[Boulder Public Library](#) · *Client — Ethnographic Research*

Ethnographic research project for a real client, the Boulder Public Library. Observed patrons' real-world behavior in context and mapped patterns into insights on how people discover, navigate, and use the library's spaces and services.