

Meera Rao

UX Designer · FICTIONAL SAMPLE
Lucknow, India

Summary

Fictional demonstration candidate. All employers, education, projects, achievements and outcomes are illustrative and unverified. Not a real application or licence record. UX Designer with an illustrative 12-year career in digital product, communication and visual design. Combines user research, journey mapping, information architecture with disciplined documentation, practical coordination and clear communication. The sample career progresses from focused execution to independent workstream ownership, with responsibilities and boundaries described for each appointment. Selected work includes service application journey, research repository and navigation validation. These examples explain the original problem, individual contribution, deliverables, review approach and remaining limitations rather than relying on unsupported headline claims. Prepared for experienced ux designer opportunities requiring dependable delivery, thoughtful professional judgement and collaboration. The qualification narrative includes Master's in Human-Computer Interaction. Every named organisation and outcome in this record is fictional; professional eligibility is not independently established. Turn a clear brief into dependable digital product, communication and visual design work: understand the context, apply user research and journey mapping, record the evidence and explain the limitations before handover.

Experience

UX Designer - Meridian Design Studio (fictional)

2023-07 - Present

Independent ownership of scoped ux designer work, coordinating contributors and making review requirements explicit. Includes the first two selected work examples. Mapped pain points and tested revised task flows. Created a tagged insight library and consent-aware summaries. Led brief clarification and prioritised work using user research, journey mapping and information architecture. Raised unresolved constraints before committing to the next stage. Coordinated peer reviews and handover preparation; used a research or creative brief to distinguish completed work, assumptions and follow-up needs. Supported colleagues with practical examples of wireframing and maintained a concise learning record after important assignments. Illustrative career responsibilities. Employer confirmation and underlying work records are not supplied.

Senior UX Designer - Northline Design Studio (fictional)

2019-07 - 2023-06

Owned defined assignments and supported cross-functional coordination. Developed deeper practice in information architecture and wireframing. Compared information structures through task-based studies. Translated incoming requirements into a sequenced plan and aligned responsibilities with the project or service owner. Applied usability testing and prototyping to resolve delivery questions while maintaining source and decision notes. Introduced reusable working documents and reviewed exceptions with the responsible specialist rather than silently changing scope. Prepared a reviewed handoff and feedback summary so the next team could understand the work and remaining questions. Illustrative career responsibilities. Employer confirmation and underlying work records are not supplied.

UX Designer - Cedarbridge Design Studio (fictional)

2016-07 - 2019-06

Progressed from supported tasks to independently managed assignments, with review available for unfamiliar or higher-risk decisions. Handled recurring work involving user research and journey mapping using a documented preparation and review process. Supported research repository by organising inputs, maintaining issue notes and incorporating reviewer feedback. Coordinated colleagues and internal stakeholders using concise status updates, clear questions and agreed next steps. Improved record consistency through research synthesis and documented handover expectations. Illustrative career responsibilities. Employer confirmation and underlying work records are not supplied.

Skills

user research

Applied to service application journey through documented preparation, execution and review.

journey mapping

Applied to research repository through documented preparation, execution and review.

information architecture

Applied to navigation validation through documented preparation, execution and review.

wireframing

Applied to service application journey through documented preparation, execution and review.

usability testing

Applied to research repository through documented preparation, execution and review.

prototyping

Applied to navigation validation through documented preparation, execution and review.

research synthesis

Applied to service application journey through documented preparation, execution and review.

accessibility

Applied to research repository through documented preparation, execution and review.

Certifications

Inclusive design studio

Meridian Professional Learning Studio (fictional) 2023 continuing learning - not a licence or certification User research and wireframing in the context of ux designer work. Used reflective exercises and a bounded practice example related to service application journey.

Design critique facilitation

Meridian Professional Learning Studio (fictional) 2024 continuing learning - not a licence or certification Journey mapping and usability testing in the context of ux designer work.

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Assistant UX Designer - Cedarbridge Design Studio (fictional)

2014-07 - 2016-06

Built practical foundations through supervised assignments, routine documentation and feedback from experienced colleagues. Assisted with user research and information architecture within an agreed scope and escalated unfamiliar work. Prepared inputs and checked completeness before passing work to the responsible reviewer. Maintained task records and learned to communicate assumptions, constraints and observed problems clearly. Applied review feedback to subsequent assignments and developed a dependable working routine. Illustrative career responsibilities. Employer confirmation and underlying work records are not supplied.

Used reflective exercises and a bounded practice example related to research repository.

Design systems documentation

Meridian Professional Learning Studio (fictional) 2025 continuing learning - not a licence or certification Information architecture and prototyping in the context of ux designer work. Used reflective exercises and a bounded practice example related to navigation validation.

Education

Master's in Human-Computer Interaction - Asterbridge Institute of Professional Studies (fictional institution)

2012-07 - 2014-05

completed - fictional record user research journey mapping wireframing Specialist study on service application journey; an illustrative learning project, not a published result.

Bachelor's in Design - Cedarhaven College of Applied Studies (fictional institution)

2009-07 - 2012-05

completed - fictional record information architecture usability testing prototyping Applied coursework in user research, documentation and reviewed practical assignments.

Languages

English

professional working - fictional sample

Hindi

professional working - fictional sample

Projects

Service application journey

Fictional internal work programme in digital product, communication and visual design; not a real client case study. Problem: Users abandoned a complex multi-step process. Objective: Create a workable response to this issue through user research, explicit review criteria and practical documentation. Agree the boundaries before execution and retain unresolved points for follow-up. UX Designer; owned the stated workstream, not the full organisation or every collaborator contribution. Mapped pain points and tested revised task flows. Prepared the scope with the commissioning team, identified unresolved inputs and used user research to turn the brief into a sequenced work package. Applied journey mapping and information architecture while coordinating reviews with the designated owner. Kept decision notes so collaborators could separate facts, assumptions and changes. Assembled the handover material, explained open limitations and agreed which items needed further review rather than presenting them as completed. Methods: user research; journey mapping; information architecture; wireframing Deliverables: Service application journey - scoped brief; Service application journey - reviewed working package; Service application journey - handover and learning summary Review: Reviewed the scoped output against the agreed brief, recorded exceptions and checked that key conclusions could be traced to observations. The review package calls for a research or creative brief and a named human reviewer. Illustrative outcome: the team adopted a repeatable approach for service application journey, with clearer ownership and reviewable records. This is a fictional qualitative result; no real performance measurement or external acceptance evidence is supplied. Limitations: Synthetic demonstration only. Client names and projects are fictional; reference imagery and production assets require appropriate permissions. No underlying client documents, independently verified measurements or signed approval records are attached.

Research repository

Fictional internal work programme in digital product, communication and visual design; not a real client case study. Problem: Teams repeated studies without finding earlier evidence. Objective: Create a workable response to this issue through journey mapping, explicit review criteria and practical documentation. Agree the boundaries before



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execution and retain unresolved points for follow-up. UX Designer; owned the stated workstream, not the full organisation or every collaborator contribution. Created a tagged insight library and consent-aware summaries. Prepared the scope with the commissioning team, identified unresolved inputs and used information architecture to turn the brief into a sequenced work package. Applied wireframing and usability testing while coordinating reviews with the designated owner. Kept decision notes so collaborators could separate facts, assumptions and changes. Assembled the handover material, explained open limitations and agreed which items needed further review rather than presenting them as completed. Methods: journey mapping; information architecture; wireframing; usability testing Deliverables: Research repository - scoped brief; Research repository - reviewed working package; Research repository - handover and learning summary Review: Reviewed the scoped output against the agreed brief, recorded exceptions and checked that key conclusions could be traced to observations. The review package calls for a annotated design iterations and a named human reviewer. Illustrative outcome: the team adopted a repeatable approach for research repository, with clearer ownership and reviewable records. This is a fictional qualitative result; no real performance measurement or external acceptance evidence is supplied. Limitations: Synthetic demonstration only. Client names and projects are fictional; reference imagery and production assets require appropriate permissions. No underlying client documents, independently verified measurements or signed approval records are attached.

Navigation validation

Fictional internal work programme in digital product, communication and visual design; not a real client case study. Problem: Users struggled to locate less frequent tasks. Objective: Create a workable response to this issue through information architecture, explicit review criteria and practical documentation. Agree the boundaries before execution and retain unresolved points for follow-up. UX Designer; owned the stated workstream, not the full organisation or every collaborator contribution. Compared information structures through task-based studies. Prepared the scope with the commissioning team, identified unresolved inputs and used usability testing to turn the brief into a sequenced work package. Applied prototyping and research synthesis while coordinating reviews with the designated owner. Kept decision notes so collaborators could separate facts, assumptions and changes. Assembled the handover material, explained open limitations and agreed which items needed further review rather than presenting them as completed. Methods: information architecture; wireframing; usability testing; prototyping Deliverables: Navigation validation - scoped brief; Navigation validation - reviewed working package; Navigation validation - handover and learning summary Review: Reviewed the scoped output against the agreed brief, recorded exceptions and checked that key conclusions could be traced to observations. The review package calls for a reviewed handoff and feedback summary and a named human reviewer. Illustrative outcome: the team adopted a repeatable approach for navigation validation, with clearer ownership and reviewable records. This is a fictional qualitative result; no real performance measurement or external acceptance evidence is supplied. Limitations: Synthetic demonstration only. Client names and projects are fictional; reference imagery and production assets require appropriate permissions. No underlying client documents, independently verified measurements or signed approval records are attached.

Achievements

Service application journey

Mapped pain points and tested revised task flows. The achievement is the described workstream contribution; independent outcome evidence is not supplied.

Research repository

Created a tagged insight library and consent-aware summaries. The achievement is the described workstream contribution; independent outcome evidence is not supplied.

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Navigation validation

Compared information structures through task-based studies. The achievement is the described workstream contribution; independent outcome evidence is not supplied.

