ANKITA DOPPALAPUDI

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A mixed methods UX Researcher with 2.5 years of industry experience and 2 years of academic research, I have worked in social media, health tech, gaming, and insurance. Driven by my passion for user-centered methods to drive innovation, I collaborated with tech companies like Meta, Google, and Amazon while working at Peepal Design, a UX consultancy.

WORK EXPERIENCE

HEALING HAND TECH | UX Research Intern

- Projected a 25% reduction in rehabilitation cost for stroke patients by conducting discovery research and user interviews to explore virtual rehabilitation
- Improved research accessibility and enabled **data-driven decisions** for the design and product team, by creating a central repository of research insights
- Recommended new user flows and increased patient app usability by 7%, through usability testing with 20 users
- Collaborated with cross-functional stakeholders of designers and product managers to develop research goals which achieve user requirements and business objectives

PEEPAL DESIGN | UX Researcher

- Lead researcher for 2 projects to improve Hindi language syntax, semantics and pragmatics on a search platform with 1 billion users: led recruitment, moderation, data collection, analysis, synthesis, producing actionable insights
- **Informed product roadmap** to increase conversion rate on an e-commerce platform, by defining user archetypes • through **quantitative surveys and qualitative surveys** with 40 users
- Boosted customer engagement by 10% on a streaming platform with 1 billion users by introducing new content . recommendation features, informed by a diary study conducted with 60 participants using Qualtrics
- Aided in rapid design iterations by conducting 10+ usability testing for rolling research, to understand user needs ٠ and pain points for new features on social media apps

WNS GLOBAL SERVICES | Deputy Manager

- Ensured quality control with 95%+ accuracy in the insurance vertical by managing & mentoring 10 associates
- Setup agile KPIs in quality department for a new client, collaborating with senior management
- Facilitated design thinking workshops on root cause analysis with 20 quality associates from other teams, to • integrate a user-centered problem-solving approach within the quality team
- Identified critical errors by triangulating data from Power BI, quality assurance checks, and external system data •

MADIEE GAMES | Game Design Intern

- Built a game to enhance workplace communication by collaborating with a team of a psychologist, lawyer, • mathematician and engineer
- Designed high fidelity **UI mockups on Figma** for the final product, which was later tested in workplace workshops • post development
- Created user flows and 30+ low fidelity wireframes for concepts
- Conducted **15+ concept testing** sessions of minimum viable product

PROJECTS

Perceived authenticity of social media influencers I Statistical analysis

Collaborating with three HCI grad students, to study how users perceive authenticity in social media influencers; identified key variables; currently designing the study on Qualtrics to further analyze it using ANOVA in SPSS.

EDUCATION

Indiana University Bloomington | MS in Human Computer Interaction Young India Fellowship, Ashoka University | PG Diploma in Liberal studies MIT Institute of Design I Bachelor's in Product design

SKILLS

Research: Affinity map, Empathy map, Journey maps, Service blueprints, Focus groups, Heuristic evaluation, Ethnography, Surveys, Interviews, Contextual Inquiry, Cognitive Walkthrough, Heuristic evaluation, Benchmark studies, Competitive analysis Design: Wireframes, Prototyping, User flows, Information Architecture, Design Strategy, Agile methodology Tools: Qualtrics, Google forms, Google docs, Sheets, UserTesting, Miro, SurveyMonkey, Figma, Adobe CC Suite, Axure, SPSS

July 2024 - December 2024

September 2020 – June 2021

July 2021 – February 2022

September 2024 - Present

August 2023 - May 2025

August 2020 – June 2021

June 2016 - July 2020

February 2022 – April 2023