

Riya Vora

[Email](#) | [LinkedIn](#) | [Portfolio](#) | +1 (949) 695-0150

UX Designer and Researcher holding an MS in UX and a unique design background in Architecture. I focus on designing research-driven interfaces across high-complexity domains, including agentic AI-powered SaaS and immersive (VR/AR) systems. Proficient with over two years of experience using Figma and Adobe Creative Cloud.

EXPERIENCE

UX Research Moderator - Apple, via INSPYR Solutions - Sunnyvale, CA January 2026 - Ongoing

- Lead usability sessions for spatial computing hardware, strictly adhering to structured guidelines and QA review processes to deliver high-fidelity research data and documentation
- Manage high-volume hardware operations to capture and log complex human-interaction data, performing rigorous QA validation on video content to ensure high-fidelity inputs for AI and motion-capture systems

Founding UX Designer - UberGI LLC - New York City, NY July 2025 - January 2026

- Accelerated product launch by 75% by building a foundational Design System in Figma and utilizing Cursor for rapid "vibe" coding and visual design execution
- Drove product vision by defining clinical user flows and LLM-powered agentic features, resulting in a 40% reduction in complex physician workflow steps
- Secured cross-functional alignment and enabled fundraising by designing investor pitch decks, product demos, and high-traffic web pages in collaboration with the CEO

Immersive Experience Researcher - ASU Media and Immersive eXperience Center - Mesa, AZ Mar 2025 - May 2025

- Improved team workflow efficiency by 20% by mapping and documenting complex user flows for existing projects, providing critical system documentation for design handoffs
- Conducted competitive market analysis of 5+ existing augmented reality learning products, generating strategic tabular data that informed project positioning and feature definition

UX Designer/Researcher - Avoma, Inc. - Palo Alto, CA May 2024 - Aug 2024

- Improved data consumption velocity by an estimated 50% by designing and prototyping a new "Snippets" feature; conceptualized 11 distinct layouts, reducing complexity to a single, successful UI
- Expanded design system coverage by 15% and spearheaded foundational UX research (Heuristic Evaluation, Persona Creation) alongside a comprehensive Information Architecture audit of the entire website

FREELANCE PROJECTS

Smart Notes Interface Design - Mayo Clinic - Phoenix, AZ Jan 2025 - May 2025

- Reduced clinician cognitive load (est. 60% usability improvement) by designing an AI-powered documentation tool for oncology workflows via collaborative co-design with physicians
- Led UX research and prototyping using Figma to integrate a timeline view, chatbot support, and AI-generated transcription, demonstrating expertise in designing for complex automation

Interactive Urban Heat VR Simulation - Arizona State University - Tempe, AZ Jan 2024 - Apr 2024

- Designed and developed a functional interactive game in Unity for a VR experience focused on the Urban Heat Island Effect, building a full Smart City simulation within the Dreamscapes Pod
- Tested the VR simulation for usability and comprehension, applying research findings to refine the design and optimize user engagement

Chatbot Redesign - Arizona State University - Tempe, AZ Aug 2023 - Dec 2023

- Conducted one-on-one usability testing with a volunteer on the existing Arizona Water Chatbot application to identify user pain points and interaction issues; developed a detailed user persona to guide design decisions
- Designed a quarter-screen chatbot interface based on research insights, enhancing usability, accessibility, and conversational flow

SKILLS

Design - Wireframing, Prototyping, Visual Design, UI Design, Typography, Design Systems, SaaS Design, AI-Powered Product Design, B2B Product Design, Customer Experience Design, Immersive Experience Design, Design Sprints

Research - Heuristic Evaluation, Information Architecture, Usability Testing, Persona Creation, Affinity Mapping, User Stories, User Journey Mapping, Accessibility

Tools - Figma, Cursor, FigJam, Adobe Creative Cloud (Photoshop, Illustrator, Express, Rush, InDesign), Unity

EDUCATION

MS in User Experience - Arizona State University, GPA: 4.00 May 2025

Bachelor of Architecture - Manipal Academy of Higher Education, GPA: 3.04 May 2022

CREDENTIALS

UX Spark Challenge - Hackathon, Arizona State University Mar 2025

Google UX Design Professional Certificate - Bootcamp, Coursera Dec 2022