saloni joshi

product designer / sf bay area

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design tools

Sketch • Figma • Invision •
Principle • ProtoPie • Framer •
Origami • Adobe XD • Illustrator
• Photoshop • Pen & Paper

research skills

User Interviews • Requirement
Gathering • Persona Development
• Brainstorming • Storyboarding •
Heuristic Evaluation • User Testing

mentoring

Alumnus mentor to current Cornell students/future designers

ADPList mentor

https://adplist.org/mentors/saloni-joshi

in the media

Interview with Ansh Mehra - The Ultimate Guide for Confused Artists

10 best portfolios and what we can learn from them

https://www.wix.com/blog/creative/ 2020/06/ux-portfolio-examples/

education

Cornell University, 2016 - 2017 Master of Professional Studies, Information Science

PES University, 2012 - 2016 BE, Information Science

work experience

Google

Interaction Designer | Jun 2022 - present

Designing, improving and enhancing your experience on the Google Play Store.

Walmart (Sam's Club)

Product Design Lead | Dec 2021 - Jun 2022 Senior Product Designer | Oct 2019 - Dec 2021

Led end-to-end design in cross-functional experience teams with UX and content designers, researchers, PMs, engineers, marketing, legal and business stakeholders.

Drove the user experience process on several digital features and products focused on improving the value of a Sam's Club membership across desktop and mobile touchpoints.

Key projects include adding subscription services for Sam's Club members, securing members' personal information, creating a digital onboarding experience and creating a new digital rewards platform.

Dynamic Signal

Product Designer | Jul 2018 - Oct 2019

Designed across platforms for Dynamic Signal's employee communication and engagement products.

Led design decisions on projects related to employee advocacy, engagement, multi-channel sharing and content creation with PMs, engineers, QA, sales and PMM.

JP Morgan Chase

Consultant UX Researcher | Nov 2017 - Jul 2018

Conducted user interview studies on Chase's retail mobile app features as a member of the mobile research team.

Worked on evaluative and generative research of conceptual features in order to align the experience with users' needs.