Jai

925.351.5346
jaisawkar.com
jaissawkar@gmail.com

EXPERIENCE

UX Designer II
Sonos Inc.
2021 - Present

- Founding designer of Sonos Pro, a pioneering subscription-based music management solution for commercial spaces, achieving successful launch across thousands of locations in Spring 2023.
- Lead dashboard designer and lead designer for subscription and purchase.
- Collaborated closely with cross-functional stakeholders to glean business insights through user research. Orchestrated seamless cooperation between design, software, and hardware teams, aligning product opportunities within Sonos's extensive portfolio.
- Played a pivotal role in crafting and implementing a new design system for Sonos Pro, harmoniously integrating it with the existing brand and experience principles.
- Developed impactful product demos, empowering marketing, account executives, and installers to drive sales effectively.
- Spearheaded dynamic company-wide Hackweeks on a quarterly basis, cultivating innovation and fostering cross-functional collaboration.
- Promoted from UX Designer I to UX Designer II in Fall 2022, recognized for instrumental contributions towards beta launch.
- Responsibilities encompass UX/UI Design, user research, experience milestones definition, cross-functional workshops, and creation of both MVP and scalable future visions for the business solution.

Product Manager
CMU HCII Capstone
Solbridge Energy Advisors
Winter 2020 - Spring 2021

- Orchestrated complete lifecycle of interactive web-based dashboard, enlightening residential and commercial customers about solar inverters.
- Surpassed project delivery expectations, ahead of schedule and under budget, through close collaboration with a nimble, four-member cross-functional team.
- Exemplified adept project management prowess, steering the team with precision to attain project objectives and fulfill client specifications.
- Skillfully balanced timelines, resources, and stakeholder expectations, consistently achieving exceptional project outcomes.

SW Product Manager
Sonos Inc.
Summer 2020 (Internship)

- Pioneered exploration, standardization, and execution of a brand new feature in Sonos S2 App.
- Spearheaded requirement formulation and UX definition for both Minimum Viable Product (MVP) and future innovations.
- Efficiently steered prototype delivery, ensuring seamless alignment with project objectives and timelines.
- Exhibited exceptional teamwork and communication acumen in a vibrant, collaborative setting.
- Gained valuable insight into crafting novel features within an established UX and engineering framework, encompassing research, strategic planning, and implementation.

Designer
GrowSquares
Fall 2019 - Spring 2020
(Part-time Internship)

- Crafted captivating high-fidelity product renders, strategically securing investor support and fostering funding avenues.
- Produced both low and high-fidelity UI mockups and user flows, meticulously enhancing interface design for visual allure and user intuitiveness.
- Instrumental in shaping a cutting-edge design system, harmonizing visual elements cohesively for seamless brand consistency.
- Exhibited profound design aptitude coupled with strategic acumen, aligning design initiatives with business goals for triumphant product launches.

Architectural Designer
BCRA Design
Summer 2019 (Internship)

- Orchestrated seamless communication and collaboration among diverse stakeholders, driving continuous project progression.
- Lead designer for a captivating public installation featured prominently at the Seattle Design Festival.
- Showcased project management prowess, overseeing the complete design lifecycle from ideation to flawless execution.
- Proven collaborative spirit and adeptness in thriving within dynamic, interdisciplinary settings, consistently achieving impactful results.

EDUCATION

Carnegie Mellon University
2017 - 2021

Human Computer Interaction & Architecture, Concentration in Interaction Design

Graduated with College Honors, Deans List

Notable Classes: Interaction Design Studios, Architecture Studios, Computing for Creative Practice, Fundamentals of Communication Design, User-Centered Research & Evaluation, Generative Modeling

TOOLS

Figma	Atlassian
Miro	Sketch
Adobe CC	HTML/CSS

SKILLS

UX/UI Design	User Research
Interaction Design	Storyboarding/Wireframing
Iterative Prototyping	Cross-Functional Collaboration