

Keya Mody

Product designer who loves complex, messy problems.
Research-led, hands-on, and detail-obsessed, with a maker's
instinct for making things work and look beautiful.

Cum laude graduate with a 10 on my graduation project.

Portfolio- keyamody.com

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Experience

UX Design intern *Feb 2026- August 2026*
Fabrique (Under Eidra)

- Designed core experiences for Oceanwide Expeditions in a Scrum team: product structure, an interactive map-based discovery tool, the booking flow, and a post-booking dashboard, among other work.
- Ran research (heuristic analysis, empathic interviews) that led to proposing 190+ expeditions be restructured into 20-30 core products.
- Ran usability sessions with and iterated concepts across sprints.
- Also contributed to client projects for IKEA, Google, Panorama Mesdag, and TIMEX.

UX Designer *Sept 2024- January 2026*
New Designers

- Designed digital products for clients, including a full website redesign for MKB Digiwerkplaats, from interviews and analysis to concepts, alongside UX research, UI, and marketing work.

Makerspace Ambassador *Oct 2024- August 2026*
The Makerspace, THUAS

- Helped grow the Makerspace from a quiet room into a busy creative hub, running open sessions, coaching students through the tools, and leading its marketing campaign.
- Built 3D modelling and printing skills in Shapr3D and on a Bambu Lab X1 Carbon, from support-free multi-part prints to mixed-media pieces that combine digital fabrication with hand finishing.

Design Head *Aug 2024- Aug 2025*
UXplore student organisation

- Led the visual direction and social media, event planning, and communication, for the student organisation.
- Volunteered across the course, from guiding first years to assisting teachers to running events, and was often the first person students and staff reached out to.

Earlier *2019- 2025*
Freelance design for PETform, & COGS Design Studio

Education

B(Sc)User Experience Design *Aug 2023- July 2026*

The Hague University of
Applied Sciences

Indian Secondary Certificate *2019- 2021*

Jamnabai Narsee School

Skills

Research & Strategy

Interviews and observation through to synthesis and testing, turning what people say and do into clear design decisions.

Design

Making complex things clear, across websites, products, and spaces.

Prototyping & Making

From Figma flows to physical spaces and 3D-printed prototypes, with strong visual craft

Leadership

Led research and design teams on client projects and student initiatives.

Ways of working

Agile framework (Scrum)
Jira
Waterfall

Tools

Figma
Framer
Photoshop
Illustrator
Shapr3D
Fusion360
BambuStudio
Blender
Claude
Procreate
InDesign
After Effects
Lightroom
Premiere Pro