

# NIKITA MAHULI

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## EDUCATION

- University of Michigan School of Information (UMSI), Ann Arbor, MI** Apr. 2026  
*Master of Science (M.S.) in Information; Focus in User Experience (UX) Research and Design*
- Relevant Coursework: Advanced UX Research in the Field, Advanced Interaction Design, Civic Interaction Design, Web Design (Responsiveness & Accessibility), Augmented and Virtual Reality (AR & VR)
- The University of Texas at Austin - College of Natural Sciences, Austin, TX** May 2024  
*Bachelor of Science (B.S.) in Neuroscience; Minor in Business*

## UX RESEARCH & DESIGN EXPERIENCE

- UX Researcher & Designer, Spellbreaker.ai Redesign, Ann Arbor, MI** Jan. 2026 - Apr. 2026
- Led mixed-methods research with a 4-person team — digital ethnography, 7 stakeholder interviews, and a competitive analysis of 8 platforms — to uncover how legal professionals evaluate AI-generated digital media evidence
  - Synthesized 8 key findings into report, workflow, and experience requirements, then redesigned 4 core product flows around a verdict-first, layered structure for technical and non-technical users
  - Validated the redesign through heuristic evaluation, a 15-participant preference study, and usability testing with 3 law students, improving clarity and legal defensibility
- UX Researcher & Designer, General Motors, Ann Arbor, MI** Jan. 2026 - Apr. 2026
- Collaborated with a 3-person team to design an augmented reality (AR) windshield and center-display concept for the Chevrolet Colorado ZR2, grounded in competitive benchmarking of 3 vehicles and a survey of 5 off-roading drivers
  - Translated research into a problem statement, persona, and 3 AR-driven design decisions spanning navigation guidance, obstacle alerts, and tire-placement guidance to address off-road terrain uncertainty and low visibility
- UX Researcher & Designer, Literati Bookstore Website Redesign, Ann Arbor, MI** Jan. 2026 - Mar. 2026
- Grounded a full e-commerce redesign in competitive analysis of 7 bookstore competitors, a user survey, and secondary research into brand identity
  - Designed 17 responsive screens across 6 page types and 3 breakpoints in Figma using Auto Layout and a cohesive design system to unify the browsing experience across devices
- Web Designer, UMSI Career Development Office, Ann Arbor, MI** Aug. 2025 - Dec. 2025
- Built and iteratively updated responsive web pages using semantic HTML5 and CSS3, applying WCAG 2.1 POUR principles to improve accessibility and usability across devices
  - Conducted accessibility audits using automated validators and manual testing, resolving issues related to alt text, heading hierarchy, and keyboard navigation across browsers and screen sizes
- UX Researcher, Humane Society of Huron Valley, Ann Arbor, MI** Jan. 2025 - Apr. 2025
- Designed and executed a mixed-methods evaluation — interviews, surveys, heuristic evaluation, and usability testing — of how people navigate and complete tasks on a service-oriented website
  - Synthesized qualitative and quantitative findings into interaction maps and task flows, translating usability issues into actionable recommendations for navigation and content hierarchy

## RESEARCH EXPERIENCE

- Research Assistant, The Dunsmoor Lab - Dell Medical School, Austin, TX** Apr. 2023 - May 2024
- Studied how emotional and cognitive processes shape learning and memory through behavioral and neuroimaging research, directly informing an approach to user behavior and mental models in UX research
  - Independently coordinated recruitment and participation for 150 research subjects, ensuring adherence to ethical and procedural standards
  - Independently prepared equipment, configured software, and managed data collection workflows for fMRI studies, then collected, managed, and collaboratively analyzed the resulting data using Python and R

## LEADERSHIP EXPERIENCE

- Director of Communications, Austin User Experience Professionals Association, Austin, TX** Sept. 2023 - Sept. 2024
- Solely researched, designed, and developed the Austin UXPA website, transforming information architecture and content clarity to improve usability for a 6,000-member tech community

## SKILLS

**UX Research & Strategy:** Needs Assessment, Usability Evaluation, Heuristic Evaluation, Cognitive Walkthrough, Interview Moderation, Information Architecture (IA), Persona Development, Journey Mapping, Qualitative Analysis, Quantitative Research

**Interaction & UX Design:** User-Centered Design (UCD), Rapid Prototyping, Wireframing, Responsive Design, Design Systems, Accessibility Auditing (WCAG 2.1)

**Technical & Data Analytics:** Python, R, JavaScript, HTML5, CSS3, Semantic HTML, Git

**Tools & Methodologies:** Figma, Miro, Unity, Adobe Creative Cloud Suite