

# Isha Mone

## User Experience Designer

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UX Designer with 5+ years across enterprise cybersecurity, sports-tech, and gaming products. Specialises in AI-assisted design workflows, complex data interfaces, and end-to-end product experience.

## AREAS OF EXPERTISE

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- **User-Centered Design** — UX Research, Persona and Journey Mapping, Design Strategy, Systems Thinking.
- **Enterprise UX & AI Product Design** — Simplifying complex flows, translating raw data into simple interfaces.
- **Interaction Design** — Wireframing, Prototyping, User Flows, Information Architecture, Usability Testing.
- **Design Ops** — Contributing to Design Systems, building custom design tools with AI to increase efficiency.
- **Design & Collaboration Tools** — Figma, Claude Code, Photoshop, GitHub, After Effects, Blender 3D.

## PROFESSIONAL EXPERIENCE

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### Armor Defense

Pune, India

#### UX Designer

Jul 2024 – Present

- Designed **Nexus**, a cybersecurity platform delivering real-time security monitoring that **increased customer adoption rate by 73%**.
- Defined the end-to-end experience for Armor's AI model that translates complex cybersecurity functionalities into a simple, accessible user interface, **increasing task completion rate by 95%**.
- Built an automated UI QA tool (using Claude Code) that flags UI/UX inconsistencies against the live codebase before code review, **cutting 2 days from the development review cycle**.
- Contributed **14 reusable components and UX patterns** to the design system; led design critique sessions and collaboration workshops to validate and continuously iterate on UX.

### N. A. Sports Interactive

Pune, India

#### Product Designer

Jun 2022 – Jun 2024

- Designed an **RBAC-based athlete management system** for the Sports Authority of India, mapping multi-role workflows that **reduced operational processing time by 20%**.
- Owned UI/UX design for **Formula 1's fantasy platform** (web + mobile), creating gamified flows that contributed to **1M+ new users and a 35% return rate**.
- Conducted usability testing and A/B experiments across multiple releases to validate design decisions for both government and consumer-facing products.

### Ubisoft India

Pune, India

#### UI Tester

Mar 2021 – Mar 2022

- Documented and tracked HUD and graphic bugs through internal tools, collaborating with the dev team to ensure timely resolution.

### Acies LLP

Pune, India

#### Design Intern

Sep 2020 – Dec 2020

- Developed motion design and graphic design assets along with visual storytelling materials aligned with brand guidelines.

## EDUCATION

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### Fergusson College, Pune

#### B.Sc. Zoology

2014 – 2017

## ADDITIONAL SKILLS

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- **Soft Skills:** Stakeholder management, cross-functional collaboration, written and verbal communication, initiative taking, team culture building.