

Rakesh Patibanda

UX Lead

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Experienced UX leader with a proven record in user-centered design, accessibility compliance, and strategic team management across education and digital health sectors. Demonstrates strong capability in journey mapping, research-driven design, and the delivery of cohesive, inclusive digital experiences. Skilled in aligning UX strategy with organizational goals and mentoring multidisciplinary teams to ensure high-quality outcomes.

Employment history

Research Fellow (User Experience) • Monash University • Australia • 2024 – Present

- Led interdisciplinary research advancing human-computer integration for health and wellbeing
- Delivered complex experimental programs from ethics to deployable technology
- Designed and operationalised EMS-integrated wearable systems and immersive environments
- Translated research into gamified motor rehabilitation services with industry partners
- Established AI-driven research workflows supporting rapid prototyping and insight generation

Senior UX Designer/Researcher • RMIT University • Australia • 2017 – 2020

- Led cross-functional team to overhaul web architecture, reducing legacy content and improving UX
- Synthesized survey data for curriculum interventions, increasing student satisfaction
- Redesigned digital credentialing, reducing errors and accelerating credential creation
- Standardized learning templates, saving faculty hours and improving student experience
- Engineered AR/VR learning tools through research, driving engagement and retention

Lead UX Consultant • 7 Cups • USA • 2015 – 2017

- Led large-scale qualitative research, analysing feedback from 2,000+ users for product insights
- Designed gamified progress visualisation to address user needs for visible achievement
- Partnered with executives to align UX improvements with monetisation strategy
- Collaborated cross-functionally to translate design into technical requirements in agile sprints
- Executed A/B testing to optimise conversion rates and onboarding flows

Co-Founder and Product Development Lead • GoLive Games • India • 2011 – 2015

- Orchestrated a \$425,000 seed funding round to expand the team and launch flagship game titles
- Directed entry into Southeast Asia using localized UX research, making it the second-largest revenue region
- Grew user base by 10,000 MAU in six months through gameplay redesign based on player behavior research
- Engineered a dual-currency economy to drive a 15% increase in in-app purchases without harming sentiment
- Reduced player churn by 12% by addressing difficulty spikes identified through customized analytics

Education

PhD, Interaction Design and Human-Computer Interaction • Monash University • Australia • 2020 – 2024

Master by Research (Design) • RMIT University • Australia • 2015 – 2017

Skills

Design Governance (Experienced), UX Strategy (Experienced), Stakeholder Collaboration (Experienced), Wireframing (Expert), Design Validation (Expert), Team Coordination (Experienced), Continuous Improvement (Experienced), Design Documentation (Expert), User Journey Mapping (Experienced), Agile Delivery (Experienced), Mentoring (Expert), Change Management (Skillful), Figma (Skillful), Accessibility Standards (Experienced), Adobe XD (Experienced), MIRO (Expert), Information Architecture (Experienced), User Research (Expert)

Additional information

Awards & Recognition

- **Vice-Chancellor's Commendation for Thesis Excellence | Monash University (2024):** Bestowed in recognition of an outstanding doctoral thesis, marking the recipient as a researcher of the highest order.
- **Recognition of Outstanding Graduate Research | RMIT University (2017):** Formally nominated for "Outstanding Work" by thesis examiners, a distinction reserved for research considered to be in the top 5% of the field.
- **Postgraduate Publications Award | Monash University (2024):** Recognizing exceptional research output and high-impact dissemination throughout the doctoral candidature.

- **Best Paper Award (2X) | ACM CHI (2018, 2024):** Received top honors at the premier international conference for Human-Computer Interaction (Top 1% of global submissions).
- **Best Interactivity Award | ACM CHI PLAY (2023):** Awarded for the most innovative and technically rigorous interactive system demonstration in the games and play community.
- **Scholarly Impact:** High-visibility research profile with an **H-Index of 20**, over **65 peer-reviewed publications**, and **1,250+ citations**.
- **Service Excellence:** Received multiple special recognitions from premier venues (CHI, DIS, TEI) for outstanding quality in peer-review contributions.
- **Education Leadership Award | RMIT University (2018):** Recognized for excellence in driving digital transformation and UI/UX standardization across the university's learning ecosystem.