

KSHITIJ PATIL

UX Researcher | Human Factors Researcher | HCI | Robotics | AI/ML

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PROFESSIONAL SUMMARY

UX and human factors researcher turning ambiguous system constraints into evidence-backed products across robotics, AR/VR, and AI/ML. Experience spans mixed-methods research, human-in-the-loop evaluation, and large-scale data collection at NVIDIA, Meta, and Apple, shipping workflows that measurably improve completion rates and cut task time. Peer-reviewed publication in health-app privacy design (PervasiveHealth 2023).

CORE SKILLS

Research Methods: Usability Testing, User Interviews, Contextual Inquiry, Survey Design, A/B Testing, Human-in-the-Loop Evaluation, Qualitative & Quantitative Analysis

Domains: Human-Robot Interaction, Robotic Manipulation, Vision-Language Models, Speech Recognition, AR/VR, Data Operations & QA

Tools: Figma, Adobe XD, Miro, Design Systems, Data Annotation & Labeling Pipelines

PROFESSIONAL EXPERIENCE

UX Research Assistant — NVIDIA

Aug 2026 – Present

Santa Clara, CA

- Operate robotic manipulation systems and robot arms to collect high-quality demonstration data for robot learning and AI model development.
- Evaluate autonomous robot behavior against task checkpoints, identifying failures and usability issues and documenting findings for engineering and model-evaluation teams.

UX Research Coordinator, Robotics + AR/VR — Meta

Mar 2026 – Apr 2026

Santa Clara, CA

- Supported human factors research in robotic manipulation and vision-language understanding through egocentric, multimodal video data collection.
- Captured and quality-checked interaction data for robotic manipulation and VLM training, flagging inconsistencies to keep only high-quality samples.

UX Research Coordinator, AI/ML — Apple

Dec 2025 – Mar 2026

Cupertino, CA

- Led participant recruitment and in-person usability studies with 300+ participants using AirPods/iPhone prototypes, reducing field-session disruptions by 20% via standardized protocols.
- Expanded multilingual transcription-accuracy evaluation coverage by 12% by designing and running research sessions across 20+ locales, informing speech-model improvements.
- Increased reliability of training datasets across 10+ regions by bulk-reviewing visual assets and quality-checking issues to maintain data integrity.

Product Designer — Mable Software

Jul 2025 – Jan 2026

Arlington, Virginia

- Redesigned HUD-compliant tenant and recertification workflows, increasing form-completion rates by 28% and reducing submission time by 50%.
- Shipped data-driven dashboards in partnership with Product and Engineering within a 12-week delivery window.

Research Assistant — Indiana University Indianapolis

Aug 2022 – Aug 2023

Indianapolis, IN

- Converted complex health-app privacy policies into user-friendly designs, improving data transparency for end users.
- Co-authored and presented peer-reviewed research on ethical design practices to 300+ attendees at the PervasiveHealth 2023 conference.

UX Designer — LePal.ai (Aug–Nov 2024) — Led gamification design driving 800+ beta signups; user interviews shaped feature prioritization.

Product Designer — HumanX (Jan–May 2022, Mumbai, India) — Usability testing and user research drove a 35% lift in task-completion and 40% in engagement.

EDUCATION

Master of Science, Human-Computer Interaction

Indiana University Indianapolis (formerly IUPUI) — Indianapolis, IN

2018 – 2022

Bachelor of Design, Visual Communication

Nirma University — Ahmedabad, India

PUBLICATION

Third author, peer-reviewed paper on privacy and ethical design in health applications, PervasiveHealth 2023.