Gaurav Jadhav

Senior Product Designer

13+ years of product and UX design experience

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I design tools for complex workflows across analytics, game operations, travel and e-commerce. My work combines research, interaction design and coded prototyping.

EXPERIENCE

Senior Product Designer at HOMA Games

Paris | Dec 2024 - Present

- Sole product designer for HomaLab, HOMA's platform for game configuration, experimentation, and live operations.
- Lead research and design across multiple product initiatives, from understanding user needs to delivering workflows for game teams.
- Work closely with product and engineering to turn complex technical requirements into clear, usable experiences.
- Build interactive coded prototypes to explore ideas, test behaviour, and support team decisions.
- Design AI-assisted authoring experiences that help users review and refine generated output, stay in control, and recover from errors.
- Take designs through to production, including HomaLab's new navigation framework, and contribute UI improvements directly through pull requests.

Senior Product Designer at Contentsquare

Paris | Apr 2021 - Dec 2024

- Designed analysis workflows in Contentsquare's digital experience analytics platform, helping teams understand customer behaviour and investigate digital experiences.
- Partnered with product and engineering on ongoing improvements and new feature launches across the analysis area.
- Conducted user research and usability testing with UX researchers to inform workflows and interaction decisions.
- Worked within the design system to create consistent interfaces and address accessibility and technical constraints.

SKILLS

- Product thinking: problem framing, requirements and systems thinking
- Experience design: information architecture, complex workflows and interaction design
- Research: user interviews, card sorting and usability testing
- Design craft: high-fidelity UI, design-system patterns and accessibility
- Prototyping: interactive and coded prototypes
- Delivery: stakeholder workshops, engineering handoff and implementation review

TOOLS & TECHNICAL BACKGROUND

- Figma: interface design and prototyping
- Research and testing: Maze, Dovetail
- AI and code: Claude Code, HTML, CSS, JavaScript

User Experience Designer at Amadeus

Nice | Jul 2018 - Jun 2020

- Worked with product managers and customers to shape travel product experiences and identify improvements.
- Facilitated design sessions and focus groups with customers, domain experts, developers and product teams.
- Introduced UX and innovation practices through workshops and cross-team collaboration.

UX/UI Designer & Manager at Jumia Group

Paris | Mar 2017 - Feb 2018

- Designed experiences across four websites and mobile applications, using benchmarking and performance data to guide improvements.
- Used engagement and conversion data, iterative testing, and feedback from country managers and marketing teams to refine interfaces.

UX/UI Designer at Pepperfry.com

Mumbai | Jan 2015 - Feb 2016

- Designed and prototyped features, and conducted usability testing for website redesigns.
- Led the UI team and coordinated research with marketing; worked with developers to support implementation.

Senior UX/UI Designer at Volgainfotech

Mumbai | Nov 2013 - Jan 2015

- Led client workshops to understand business needs and define design solutions.
- Designed and developed responsive interfaces using HTML, CSS and JavaScript.

Project Manager - UX/UI at SMG Convonix

Mumbai | Jun 2011 - Nov 2013

- Designed applications, social media assets and landing pages; recommended and facilitated A/B testing.
- Analyzed user journeys in Google Analytics to inform UX and marketing improvements.

EDUCATION

Master's in Information Systems Management at EPITA

Paris | 2016 - 2018

Bachelor's in Information Technology at Mumbai University

Mumbai | 2008 - 2011

CERTIFICATION

Usability Analyst (CUA) at Human Factors International

2020

LANGUAGES

- English
- French - Limited working proficiency