

RAHUL VEERARAGAVAN

UX Researcher | Human-Centred Innovation

rahulveeraragavan1804@gmail.com | +44 7741032564 | Nottingham, England | [LinkedIn](#)

Early-career researcher with a Master's degree in Human-Computer Interaction and experience conducting human-subjects research on digital mental health technologies. Skilled in qualitative research, usability evaluation, and research data analysis, with experience coordinating participant studies and producing clear evidence-based reports. Highly organised, proactive, and motivated to support applied mental health research and evidence generation for safe and accessible digital health solutions.

Design Interests

Human-centred design for public systems, behavioural interventions and socially impactful digital services.

UX Research Experience

Mind Ease Mental Health Application Evaluation

University of Nottingham | Apr 2025 – Sept 2025

- Led an end-to-end human-subjects research project evaluating the usability, accessibility, and trustworthiness of mental health mobile applications with 6 participants.
- Designed study materials, task protocols, and structured research sessions to support consistent data collection.
- Conducted moderated usability testing and structured walkthroughs to identify barriers in navigation, feedback, and user trust.
- Collected, organised, and analysed qualitative research data to generate evidence-based findings and design recommendations.
- Applied accessibility and ethics-aware evaluation principles to identify risks and inclusive design barriers in mental health technology.
- Produced structured research reports and summaries to support redesign decisions and communicate findings clearly.

UX Research – Design Ethnography Study

University of Nottingham | Sept 2024 – Dec 2025

- Conducted qualitative ethnographic research with 5 participants examining behavioural coordination in collaborative task environments.
- Observed workflow breakdowns, role allocation clarity and task handover processes.
- Identified inefficiencies including duplicated effort and reduced visibility of shared work states.
- Synthesised behavioural insights into UX principles focused on system feedback, visibility and shared mental models.
- Translated insights into design implications for collaborative digital systems.

UX Designer (Research & Evaluation Focus)

Magneto | Brand | Sept 2023 – Sept 2024

- Contributed to research-led design improvements across digital interfaces focusing on clarity, workflow efficiency and behavioural alignment.
- Conducted usability observation and structured feedback collection identifying navigation and interaction issues.
- Analysed workflow inefficiencies and interface friction points recommending clarity-focused design adjustments.
- Collaborated with designers and stakeholders to align design decisions with behavioural insights.
- Supported iterative design refinements informed by evaluation findings and stakeholder feedback.

Professional Engagement

- **UX in Healthcare Conference (Scholarship Recipient)** **University College London | Apr 2025**
Selected for sponsored attendance at industry conference focused on healthcare UX, accessibility, and ethical AI in regulated environments.
 - **Participant Contributor – CEDEX(UoN)** **Sept 2024 – Feb 2025**
Contributed to behavioural research studies examining decision-making under controlled conditions.
 - **Co-design for Digital Health Workshops – King’s College London | December 2024 to April 2025**
Participated in journey mapping and service design workshops within regulated healthcare systems.
 - **Service Design Connect Nottingham | June 2025**
Engaged in discussions on service design methods across public-sector and digital service contexts.
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Skills & Tools

- **User Research & Evaluation:** Experience designing and conducting usability testing, heuristic evaluations, contextual inquiry, and structured research protocols.
 - **Qualitative & Quantitative Analysis:** Skilled in thematic synthesis, behavioural observation, and evidence-based insight generation.
 - **Accessibility & Inclusive Design:** Applied WCAG 2.2 AA principles to evaluate accessibility barriers and improve inclusive interaction design.
 - **Research Planning & Protocol Design:** Developed structured research plans, discussion guides, task scenarios, and ethics-aligned study documentation.
 - **Insight Synthesis & Reporting:** Translated research findings into prioritised, actionable design recommendations.
 - **Stakeholder Communication & Collaboration:** Presented structured insights to multidisciplinary teams, aligning research outcomes with product goals.
 - **Service & Journey Mapping:** Applied journey mapping and service design frameworks to analyse user flows and system interactions.
 - **Problem Solving & Critical Thinking:** Strong analytical mindset for identifying root causes of usability breakdowns and proposing practical improvements.
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Research Methods

- Usability Testing | Interviews | Heuristic Evaluation | Accessibility Audit | Thematic Analysis | Contextual Inquiry | Journey Mapping
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Tools

- Figma | NVivo | SPSS (Foundational) | Microsoft Excel | Microsoft PowerPoint | Miro
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Education

- **MSc Human-Computer Interaction (Distinction)** **University of Nottingham | Sept 2024 – Sept 2025**
Specialised in user research, usability evaluation, accessibility, and evidence-based design within digital and regulated environments.
- **Bachelor of Architecture (First Class)** **Agni School of Architecture | Aug 2018 – Jun 2023**
Developed strong foundations in human-centred design, behavioural observation, and systems thinking through structured, iterative design practice.