RAGHU MINA

Chippendale, Sydney | minaraghu1@gmail.com | linkedin.com/in/mina-r

Best Design Award Winner – Master of Design Category, ADP Grad Show 2025

PROFESSIONAL SUMMARY

Learning designer and product educator with dual Master's degrees in Strategic Design and Serious Games, combining deep expertise in how people learn with hands-on experience in creative tools and design platforms. Passionate about translating complex product capabilities into clear, engaging, outcome-led learning experiences. Proven ability to create educational content, facilitate workshops, and support hundreds of learners with technology-related guidance. Experienced in cross-functional collaboration with product, marketing, and government stakeholders. Fluent in AI-powered design tools and committed to helping diverse learners build confidence and skills at scale.

KEY STRENGTHS FOR THIS ROLE

- Learning design and instructional content creation across multiple learner levels
- Translating product features into learner-first outcomes and educational materials
- Cross-functional collaboration with product, marketing, and operations teams
- Creative tools fluency: Figma, Adobe Creative Suite, Canva, AI design tools (Midjourney, Claude, Gemini)
- Gamification and engagement design for scalable learning programs
- Clear written and verbal communication; experienced presenter to diverse stakeholders

RELEVANT EXPERIENCE

Peer Learning Advisor

University of Sydney | *Sydney* Jun 2025 – Present

- Assisted hundreds of students with technology-related queries across ThinkSpace, CreateSpace, and The Quarter, helping learners navigate 3D printing, creative software, and innovation tools
- Designed and delivered one-on-one and small-group learning support tailored to individual skill levels, building student confidence and digital tool proficiency
- Created approachable guidance for equipment troubleshooting, booking systems, and software workflows, translating technical complexity into clear, step-by-step instructions
- Facilitated inclusive, collaborative learning environments and maintained safe, welcoming innovation spaces through proactive communication and teamwork

UI/UX Design Intern

Gamaa Soft Solutions | *India* Oct 2023 – Feb 2024

- Supported mobile app redesign by creating wireframes, UI mockups, and interactive prototypes, translating user feedback into improved product experiences
- Developed reusable UI components and design-system documentation, ensuring consistency and clear handoff between design and development teams
- Conducted design quality assurance reviews, documenting UX issues and iterating to improve usability across web and mobile platforms

EDUCATION

Master of Design – Strategic Design and Design Innovation

University of Sydney | *Sydney* Aug 2024 – Jun 2026 (Expected)

- Specialised in human-centred design, service design, customer experience strategy, and collaborative design methodologies
- Relevant coursework: Strategic Design, Design Innovation, Design Thinking, Designing for the Digital Revolution

Master of Serious Games

University of California, Santa Cruz | *USA* 2020 – 2022

- Studied game design, interactive storytelling, user research, and UX — with focus on designing engaging, evidence-based learning experiences
- Technical skills: Unity (C#), Python, prototyping, gamification mechanics for education and behaviour change

Bachelor of Science – Bioinformatics

Jaipur National University | *India* 2016 – 2019

- Analytical and systems-thinking foundation, strengthening ability to connect technical product capabilities with learning outcomes

LEARNING DESIGN PROJECTS

CareConnect: Healthcare Decision Support Platform (Academic Project)

Applied Research with Healthdirect Australia | *University of Sydney* Aug – Nov 2025

- Led end-to-end research to simplify health information pathways for first-time and CALD parents, identifying that 84% of CALD participants lacked confidence navigating health resources
- Translated complex health literacy barriers into clear, actionable design recommendations and educational content strategies for Healthdirect stakeholders
- Designed high-fidelity prototypes incorporating WCAG 2.1 accessibility standards and culturally appropriate elements, validated through usability testing with diverse learner groups
- Proposed multilingual educational solutions including chatbots, onsite awareness videos, and community connection features to support scalable, inclusive learning

Success Ladder: Gamified Learning Platform (Academic Project)

Applied Research with Corrective Services NSW | *University of Sydney* Aug – Nov 2025

- Co-designed a gamified learning management system to improve inmate engagement with educational and wellbeing content in constrained correctional environments
- Mapped end-to-end learner journeys incorporating motivational game mechanics (progress tracking, milestone rewards, peer support) to reduce drop-off and increase program completion
- Synthesised research into evidence-based learning design principles addressing motivation, digital literacy, and accessibility barriers across diverse learner populations

Yasumo: Gamified Time-Tracking Application (Academic Project)

Design Innovation Project | *University of Sydney* Feb – May 2025

- Designed comprehensive interaction storyboard for a gamified productivity app using virtual pet mechanics to encourage healthier work-life balance
- Applied scenario-based design and visual storytelling to communicate interaction patterns, behavioural loops, and learner value propositions

TOOLS, SKILLS AND AI FLUENCY

- **Design Platforms:** Figma (advanced), Adobe Creative Suite, Canva, interaction design, responsive design, WCAG 2.1 accessibility
- **AI Tools:** Claude Code, Anthropic Cowork, OpenAI Codex, Google Gemini, Midjourney — AI-augmented content creation and research
- **Research Methods:** User interviews, ethnographic research, affinity mapping, needs analysis, usability testing, mixed-methods research
- **Learning Design:** Customer journey mapping, service blueprinting, persona development, empathy mapping, co-design facilitation
- **Technical:** Unity (C#), Python, Flutter, HTML/CSS, gamification mechanics

AWARDS AND LANGUAGES

- Best Design Award – Master of Design Category, ADP Grad Show 2025; Peer Mentor, ADP School (Aug–Nov 2025)
- Languages: English (Professional Working Proficiency), Hindi (Native)