

Manahari Dahal

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SUMMARY

UX/Product Designer with front-end expertise who creates accessible, intuitive interfaces using Figma, HTML, CSS, JavaScript, React, and Drupal. Skilled in interaction design, prototyping, usability testing, and design systems

EDUCATION

University of North Carolina at Chapel Hill

M.S. Information Science (Human-Computer Interaction) + Public Health Informatics Certificate

Expected May 2027

Brigham Young University - Idaho

B.S. Computer Science | GPA: 3.9

Apr 2022

SKILLS

UI/UX & Design: Figma, Adobe Creative Suite, Wireframing, Prototyping, User Flows, Interaction Design, Visual Design, Typography, Layout, User Research, Usability Testing, Heuristic Analysis, Accessibility (WCAG), Design Systems, Component Libraries

Technical: HTML, CSS (Tailwind), JavaScript (TypeScript), React, Next.js, Drupal, Git

Methods & Tools: AI-Assisted Design & Development, Design Documentation, Design Critiques, Agile, Miro, Jira, Trello

PROFESSIONAL EXPERIENCE

UI/UX Design Intern @ Karl Storz (Asensus Surgical)

Morrisville, NC

May – August 2026

- Diagnosed and resolved visual hierarchy and navigation problems in LUNA, a safety-critical surgical-robot interface, by restructuring 30+ workflow screens and refining 100+ Figma components
- Streamlined surgical workflows through heuristic analysis and exploratory and moderated usability testing, reducing interaction steps and cutting task-completion time by more than 50% while improving clarity and reducing observed errors
- Established voice-assisted interaction for LUNA by mapping multimodal workflows, prototyping interaction concepts, and refining the experience through design critiques and feasibility reviews; preferred by all evaluating engineers

UX Designer @ AppTeamCarolina

Chapel Hill, NC

September 2025 – May 2026

- Redesigned Figma layouts for a campus navigation app to address accessibility and navigation barriers while meeting WCAG 2.1 requirements for 30+ students
- Conducted usability testing with 50+ students to identify navigation friction, then refined user flows and prototypes to make campus wayfinding clearer and more efficient
- Created reusable design-system components and variants that reduced interaction steps and made key navigation features easier for users to locate and use

UX Designer / Front-End Developer @ the University of Kansas

Lawrence, KS

June 2022 – April 2025

- Addressed usability issues across university websites serving 50,000+ users and reaching 80,000+ daily visitors by designing and developing accessible interfaces with HTML, CSS, JavaScript, React, and Drupal
- Shaped KU's refreshed brand across the site by synthesizing feedback from Kansans, alumni, students, faculty, and staff, reorganizing navigation, and implementing updated logos, typography, colors, and spacing
- Bridged design and development challenges by translating UX/UI concepts into accessible web experiences with 30+ content designers, marketers, and developers

UI/UX Design and Front-End Intern @ ESRI

Redlands, CA (Remote)

June 2021 – August 2021

- Designed and developed an internal documentation website for Calcite Design Components using HTML, CSS, JavaScript, and Figma, supporting 20+ designers and developers across the company
- Audited component documentation against the evolving design system, identifying inconsistencies and updating usage guidance to improve system adoption in an Agile environment
- Improved visual hierarchy and content discoverability in the documentation by more than 50% through iterative mockups and A/B testing