ABHINAV VYAS
Product Designer

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Portfolio : Abhinav-UX-Portfolio

PROFILE

I am a Product Designer having **1.3** Years of Professional & Freelancing experience. Ambitious and always willing to learn, grow and become better everyday. I enjoy conducting user research and designing smooth experiences by practicing Design Thinking, and User Centered Design and by using Principles of HCI.

　　Recently completed my UX & Interaction Design Apprenticeship in a Pune based company wherein, I got in-depth exposure of working in collaboration with in-house teams be them other designers as well as developers or other cross-functional teams, and made Design & Development decisions unanimously.

SKILLS

I have a decent experience working **individually** as well as working with a **team** to **brainstrom** and **whiteboard concepts**. I can create **wireframes** at varying levels of fidelity, and enjoy **prototyping** ideas. Also, I confidently use the skills I gained during my previous profession of being a Legal Parliamentary Reporter, such as Stenography for **note-taking** during or after a **user interviews** to compile and organise the **Qualitative Research** data.

Softwares that I'm familliar with:

- Figma
- Figjam
- Adobe Photoshop
- Adobe XD
- Slack (for Communication)
- Notion (for Productivity)
- Google Workspace
- Miro (for Whiteboarding)
- Marvel App
- Whimsical

Skills as a Product Designer

- Communication & Collaboration
- Interaction Design
- Wireframing & Sketching
- Iterative Mindset
- Prototyping
- User Psychology
- Decent Knowledge of CSS Box Model
- Agility
- Ability to Unlearn
- Storyboarding & Storytelling.

Interests

- Transcendental Meditation
- Mobile Photography
- Psychology
- Travelling & Cooking
- Slow Book Reading
- Playing Badminton
- Learning new design trends

WORK EXPERIENCE

Coditas Solutions LLP. (Pune, MH)   *July, 2022 - Oct, 2022*
Associate UX Designer (Apprenticeship)

- **Assisted team members in various levels of design** & helped in conducting UX research, surveys & interviews.
- Made the process of User Interviews extracted data from interview recordings easier by using my lifelong Stenography & Typing Skills, and **reduced time and company's cost by 11-15%**
- Contributed in Analysing research results, brainstorming sessions, additional research & Collaboratively made user personas, empathy maps, journey maps, task flows, user flows & storyboards & used other UX/Product Frameworks as needed.
- Made wireframes on different levels, Paper, mid & high fidelity & prototyped them using softwares like Marvel & Figma.
- Did quick fixes on small but critical ux issues (usability & interaction) for various client projects, and **helped my senior team members to focus on more serious & critical tasks.**
- Solved a Critical CTR Problem for one of our Client's SAAS Product, and **was able to hike the CTR by 37% & user conversation rate by 11%.**
- Helped deciding in visual design schemes and elements, typography & compositions.
- Efficiently & Proficiently helped the design team by making **Static Components, Interactive Components, UI Elements from scratch** keeping in mind the client brand's consistency & guidelines and **contributed in making Scalable Design Systems.**
- Involved in making final designs by learning & keeping in mind the CSS Box Model and technical constraints. used grid systems and guidelines to align the elements properly on the screen we're designing for.
- Involved in recruiting participants for usability testings. **Did usability testings** and also became observer in Usability Testing and interviews to better understand the user's mind.
- successfully **collaborated with design team, development team and other cross-functional teams** during the process, and filled the communication gap between teams to a great extent.
- Last but not least, I used my knowledge from the ongoing HCI program by Georgia Tech, to level up my design decisions.

Freelance UX/UI Designer   *Sept, 2021 - May, 2022*

- Consulted a local Media Agency & **designed a QR Code Based Progressive Web Application for a Fine-Dining Restaurant based in our Home Town**, allowing guests/customers to view Food Menus and to give Written & Voice feedback *(Future Scope - POS Integration)* **(NDA)**
- Worked with a USA Based client as a UX/UI Designer and designed a website for Automotive Industry. Website was about a Product i.e. On-Board Dygnostic System (OBD-II) Scanner for Cars.
- Made UI Components in Figma, Prototyped screens, solved small ux problems for clients.

EDUCATION

Georgia Institute of Technology *via* EDx   *Aug, 2022 - **Present***
CS-6750 (**Human Computer Interaction**) MOOC *(Prof. Dr. David Joyner)*

My learnings (so far)

- The overall goals of human-computer interaction and the relationship between HCI, user experience design, human factors engineering, and psychology & the relevance of HCI to domains like healthcare, education, Fintec Etc.
- The emerging ideas in HCI research, such as context-sensitive computing, gesture-based interaction, and social computing using three main views of user in HCI: the Processor, Predictor, and Participant.
- The feedback cycle in user interaction, including gulfs of execution and evaluation.
- The strengths and limitations of the human user, including sensation and memory.
- The role of design principles and heuristics in user interface design.

Google UX Design *via* Coursera   *July, 2021 - Feb, 2022*

- Designed my First Conceptual Movie Ticket Booking Application to help users deal with sudden movie plan drops after paying full ticket amount & introduced a new Payment Checkout feature called "Pay at Box Office" with certain terms and conditions, by following the whole UX Process from conducting user interviews to making pixel perfect hi-fi Interface design using 8 PX Grid System, and lastly iterated again based on usability testing.

Bachelors of Arts *via* JNVU, Jodhpur.   *July, 2017 - Feb, 2020*