

# Bhargav Sai Ram Kattunga

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## EDUCATION

### Mahatma Gandhi Institute Of Technology (MGIT)

Bachelor of Engineering, Mechatronics Engineering, GPA: 7.63/10, University Rank: 5/71

(Led the Design team of College Fest - Nirvana 2020 & Branch Fest - Technovation 2020, Member of the Idea Incubator - a college chapter club to encourage entrepreneurs with engineering feats and Member of National Service Scheme (NSS) and Street Cause.)

Hyderabad, India  
2017-2021

## WORK EXPERIENCE

### Cloud Resources

Doha, Qatar

#### UX/UI Designer.

Jun 24 – Present

- Led the design for Doha Bank's corporate mobile application, while contributing to the retail banking system's UX updates.
- Collaborated with business teams to streamline communication and deliver user-focused design decisions that improved UX and operations.

### Leaf Craft Pvt Ltd

Hyderabad, India

#### Core Member/ Product Designer.

Jun 22 – Jun 24

- Responsible for designing products and services within the company's vertical. Represented the company and managed communications.
- Designed and tested more than 100 products, addressing diverse user needs and contributing to the company's comprehensive portfolio.
- Collaborated closely with cross-functional teams, including product managers, engineers, and content strategists, to brainstorm and prototype detailed concepts.
- Pioneered the establishment of a design system within the company, enabling accelerated development and fostering the creation of captivating designs by upcoming designers.

### Capgemini Technology Solutions India Ltd.

Hyderabad, India

#### Analyst/ A4.

Sept 21 – Mar 22

- Conducted targeted usability tests on internal applications at Capgemini, leading to user interface improvements that enhanced user experience and reduced error rates by ~6%.
- Analyzed and optimized the sustainability of internal applications, extending the application lifecycle by ~21%.

### Acceltron Technologies Pvt. Ltd.

Remote

#### Intern/ Designer

Mar 21- Aug 21

- Designed an online rummy gaming app to enable more interactivity. Led exploratory research to understand user constraints & pain points, and incorporated the findings to make the MVP one more accessible.
- Responsible for conceptualization of results.

### U Media Pvt. Ltd.

Hyderabad, India

#### Designer(Part-time)

Jan 21 – Aug 23

- Created visual representation for the companies. Understood the company's brand and user base to create and capture more information.
- Was part of the client cells which helped in understanding and explaining design strategies, resulting in client- expectations and more.
- Worked in situations that demanded quick turnarounds and flexibility, ensuring last-minute changes were handled seamlessly while preserving quality.

### Wishtronics Pvt. Ltd.

Remote

#### Intern/ Designer

Jul 19 – Dec 19

- Collaborated in designing a STEM curriculum, enhancing brand value and educational impact.

## LEADERSHIP EXPERIENCE

### Adplist.org

Remote

#### Mentor

Jan 23 – Present

- Helped those who were interested in design and explained to them the industrial scenario while encouraging and fostering their curiosity, creativity, and imagination.

### Atal Innovation Mission

India

#### Mentor of Change

Feb 2022 - Present

- Educated the young minds of India with fun and interactive STEM projects.

### Adope Club-Mahatma Gandhi Institute Of Technology

India

#### Co-Founder/Head

Feb 2020 - Mar 2021

## ACADEMIC AND INDIVIDUAL PROJECTS

### Design And Fabrication Of Density Based Traffic Control Systems Using Piezo Sensors

- Abstract: The traffic light system is based on piezoelectric power and its switching is automatically controlled depending upon the amount of traffic passing.

### Smart Hydrator Device

- Abstract: An IOT-based device to keep people hydrated and active throughout the day either by specific time intervals, goals, body weight, or water consumption for those who sit at their desks.

### Travana - AI-assisted travel app

Aug 23 - Present

- I have been actively contributing to shaping ideas, creating a playbook, and translating them into tangible outcomes alongside UX/UI design.

### One Immersive - Immersive Tech

Jul 22 - Oct 22

- Assisted in articulating their vision and goals more effectively by crafting comprehensive branding and guidelines.

## AWARDS AND ACHIEVEMENTS

- Qualified for Semi-Final stage of IICDC 2020, conducted by Texas Instruments among top 784 teams for our project titled 'CHIROPRACTIC DEVICE'.
- Qualified in the Internal round of Smart India Hackathon-Hardware 2019, providing the solution for 'Bihar Agriculture Soil Testing'.

## PUBLICATION

- Published a paper Titled "Design and Fabrication of Water Rehydrator" in the International Research Journal of Engineering and Technology (IRJET), Paper ID FTP804F2614, Volume 8, Issue 4, Apr 2021.

**SKILLS AND INTERESTS | Technical Skills:** Design Systems, Design Research, Analysis, Storyboarding, Wireframing, Prototyping, and Accessibility testing; Figma (plugins for testing and fig jam), Adobe Creative Cloud (AI, PS, XD, PP), and Miro; Survey, User Interviews, Contextual Inquiry, Market Insight, A/B Testing, Heuristic Evaluation; HTML, CSS, Microsoft Office