Dishant Kumar

UI UX Designer & Developer

Seeking a **UI/UX Designer & Developer** role with a reputable organization to enhance my skills and grow, leveraging +2 years of **3D Animation** experience.

Contact

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in https://www.linkedin.com/in/dishantkas/

Academic Details

- **Google UX Design Professional Certificate**
  Coursera

- **Diploma in 3D Animation, VFX and Graphic Design**
  MAAC
  Grade: A

- **Bachelor of Commerce (B.com)**
  University of Delhi

Skills

- **UX Design:**
  User Research | User Flow | Wireframing | User Flow | Prototyping | Design System | UI Design

- **Visual Design:**
  Illustrations | 3D Animation | Video Editing | 3D Modelling | Motion Graphics

- **Development:**
  HTML | CSS | JavaScript

- **Software's:**
  Figma | Photoshop | AdobeXD | Illustration | VS Code | Maya | 3D Max | Blender | Unreal Engine

Portfolio

- **Portfolio Website**
- **Behance**
- **Github**

Personal Details

Date of Birth: 14th Sep 2000
Languages Known: English, Hindi
Address: New Delhi, Delhi

Profile Summary

- A UI UX Designer & Developer with high **problem-solving skills** and make **user friendly designs**.
- **Built a fully-fledged app** for pet adoption and products.
- Over **2 Year of experience** as a 3D Artist
- **Designed a UI** for a fashion app (Modish).
- Conducted a **heuristic evaluation** on BookMyShow app.

Academic Projects

Pet Adoption & Product Selling App (Tail Trove)   **Link**
Tools: Figma, Photoshop, Illustrator

Tail Trove connects stray animals with homes but adoption challenges and the need For more support through donations and fundraising persist.

Responsibilities:

- Conducted user research to understand needs and behaviors.
- Created user personas, wireframes, and prototypes.
- Designed user flows and navigation.
- Ensured a seamless and intuitive user experience.
- Conducted usability testing and analyzed feedback.
- Ensured accessibility and consistency across platforms.

Book my Show (Heuristic Evaluation)   **Link**
Tools: Figma, Photoshop, Illustrator

This project aims to conduct heuristic evaluation of book my show current design and address the issues for improving the overall user experience.

Responsibilities:

- Identified usability issues based on established heuristics
- Evaluated the interface systematically across different screens and user flows.
- Ensured system consistency and adherence to design standards.
- Assessed ease of navigation and efficiency of use.
- Reviewed accessibility to ensure inclusivity for all users.

Fashion App UI Design (Modish)   **Link**
Tools: Figma, Photoshop, Illustrator

Modish is a fashion app offering affordable style with a minimalist design and seamless navigation.

Responsibilities:

- Designed visually appealing interfaces that aligned with the brand and project goals.
- Developed consistent design elements like buttons, icons, and typography.
- Ensured a user-friendly layout with intuitive navigation.
- Stayed up-to-date with design trends and best practices.

Work Experience

Senior Associate 3D Artist
PW (Physics Wallah), Noida, UP   **Dec 2022 - Present**

- Lead the 3D team in creating high-quality assets, animations, and environments that meet technical and creative standards.
- Ensure projects are delivered on time and meet the quality benchmarks.
- Review and approve 3D work before final delivery.

Junior 3D Animator
Technicolor Creative Studios, Mumbai   **Apr 2022 - Nov 2022**

- Develop animations that match the project's style and narrative.
- Use reference materials and animation principles to enhance the quality of animation.
- Maintain uniformity in animation style and quality across scenes.
- Collaborate with other departments to ensure consistency in assets and animations.
- Ensure animations are optimized for performance in engines or rendering pipelines.
- Collaborate with the rigging and modeling teams to ensure smooth animation pipelines.

Video Editor and Graphic Designer
Freelance   **Jan 2021 − Apr 2022**

- Worked For Youtubers and outside Clients as video Editor and Graphic Designer.
- Edited videos for gaming channels, vlog channels and montages.
- Achieved over 2M Views on the edited videos