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| **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   |  |  | | --- | --- | |  | Dishantdhiman2014@gmail.com | |  | +91 93156 39221 | |  | <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**](https://dishantkas.github.io/UX-Designer-Developer/) * [**Behance**](https://www.behance.net/dishantkumardd) * [**Github**](https://github.com/Dishantkas)   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**](https://www.behance.net/gallery/204484797/Tail-Trove-UX-Case-Study-Pet-Adoption-Product-App)  **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**](https://www.behance.net/gallery/190949481/Book-My-Show-Heuristic-Evaluation-UX-Case-Study)  **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**](https://www.behance.net/gallery/194524707/Fashion-App-UIUX-App-Design)  **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 |