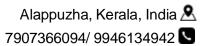
Girish R Krishnan

UX/ Frontend Engineer



mailtogirishkrishna@gmail.com

Portfolio: https://girishrkrishnan.github.io



Enthusiastic Frontend Engineer with 3+ year experience in designing and developing user centered applications, eager to make a positive impact by contributing to the team and up skilling talents.



- Web Technologies: Angular 10, React JS, HTML 5, CSS 3, JavaScript
- Programming Languages: C#, .net
- Source and Version Control: Git Hub, Bit Bucket
- UX Tools: Figma, Adobe XD, Adobe Photoshop
- AR/VR: Unity 3D, AR Core, Adobe fuse, Blender
- JS/ Libraries: D3.js, Ngx-Charts, WebGL, Prime NG Charts
- Worked in both Milestone based and Agile/Scrum Methodology
- Strong interpersonal and communication skills.
- Teamwork and Collaboration



- Google UX Design Certification
- Angular 11 Udemy
- User Experience Foundation from TCS



02/2020 - Present

UX/ Frontend Developer Tata Consultancy Services

- Designed a new tool that can reduce the time spend on the process by 60%.
- Created initial web concepts using low to high fidelity prototypes and wireframes, integrating user-centered design, technology, and business strategy using Figma and Adobe xd.
- Created current state analysis and feature function lists
- Translation of the UI/UX design wireframes using Angular 9, HTML, CSS3, Bootstrap, and Typescript.
- Experience with creating custom directives, decorators, and services to interface with both restful and SOA services.
- Implemented Angular Router to enable navigation from one view to the next as the customer performs application tasks.
- Integrated and visualize backend data to frontend with Web GL, ngx-Charts.
- Used AJAX, JSON to send requests to the server to check the functionality of the websites and for storing and exchanging information between browsers and servers.
- Experienced working both Milestone and Agile Scrum Development environment.

- Optimized the application for speed and validated for all post apis
- Highly collaborated with other team members and provide demos for stakeholders in sprint and quarterly basis

06/2019 - 01/2020

Frontend Developer / AR-VR Developer EY GDS (Contract)

- Responsible for creating efficient design and translation of the wireframes using HTML,CSS3, Bootstrap, JavaScript, React Js and Node JS
- Used Web services (Restful) for transmission of large blocks of XML/JSON.
- AR/VR Development using Unity 3D, AR Core, Adobe fuse, Blender.
- Worked closely in the team to design virtual reality application development of game playand level design.
- Designed and developed the application using Agile Scrum methodology by breaking down the project to several sprints.

10/2018 - 05/2020

Software Developer Intern SBL Knowledge Service

- Responsible for building user interface for android app and website for lead monitoring and tracking application.
- Produced high quality documents, spreadsheet and presentations for internal demos.



2016 - 2019

Master of Computer Application Rajagiri College of Social Sciences, MG University

- GPA: 65
- Workshop on Angular 6 hands on Training.
- Selected at **National Level Grand Finale** for best solution prototype and presented in **Smart India Hackathon 2017** Guwahati for Ministry of Northeast Development.

2013 - 2016

Bachelor of Computer Application Siena College Affiliated To MG University

• GPA: 70.02



- Drawing and Painting
- Gaming
- Traveling