

Vikrant Gurav

Developer, Designer

+44 7436362835
www.vikrantgurav.com
hello@vikrantgurav.com
linkedin.com/in/vikrant-gurav

Experience

- **Lead Webmaster & Designer**

Aug ’ 20 — Aug ’ 21

TED and Computer Society of India, India

- Designed and Developed Next.js based websites for high profile TED hosted events
 - Used a user-centred design methodology following research, design and evaluation based on user feedback
 - Developed and Deployed a ticketing system backed by firebase
 - Led the creation of engaging web-apps that effectively promoted new events and attracted audiences
- **Product Designer & Software Engineering Intern**

Aug ’ 20 — Dec ’ 20

Cerebranium OÜ, Germany

- Part of a team to develop *Promexa* - an online proctored examination platform used by schools in Germany and India
 - Developed the application frontend using Flutter and Swift and managed the backend on Firebase
 - Oversaw, developed and shipped the iOS version of the app
 - Overhauled the design and developed a new company website
 - Conducted User research & Testing in multiple schools
 - Led the UI/UX design team through - Research, Ideation, Prototyping
 - Created a product video for marketing
- **Web Design & Development Intern**

Jun ’ 20 — Jul ’ 20

GreenCanvasOnline, United States

- Single-handedly overhauled the company’s E-Commerce platform, dealing with canvas bags
 - Refreshing, developing, deploying and maintaining the website

Projects (Learn More at www.vikrantgurav.com)

- **KitchenMate - Part of HCID IxD coursework**

Oct ’ 22 — Dec ’ 22

- An app designed for the Amazon Echo Show to help users cook healthy and sustainable recipes. Followed by a user-centred design methodology
- **Rethinking Stage Manager on macOS Ventura**

Aug ’ 22 — Sep ’ 22

- A Critical Analysis & Redesign of the user interactions on Stage Manager
 - Integrating Stage Manager with existing macOS features to improve inclusivity and discoverability
- **Mobility Assist**

Nov ’ 21 — Dec ’ 21

- An accessibility feature/mobile app to provide mobility assistance to the visually impaired using LiDAR
 - Developed using Swift for real-time 3D construction of the environment with haptic feedback relative to distance from obstacles
 - A substitute for walking canes to improve surrounding accessibility
 - Published and Presented at IEEE conference held in Brisbane, Australia

Education

- **Postgraduate**

Sep ’ 22 — Oct ’ 23

MSc in Human-Computer Interaction Design

City, University of London

MSc Project - Creating new UX Solutions for Generative AI tools for Creative Writing
- **Undergraduate**

Aug ’ 18 — Jul ’ 22

BE in Computer Science

Vidyalankar Institute of Technology, India

CGPA - 9.11 / 10

Co-Curricular (View more on Portfolio)

- **UX Evaluation, in collaboration with Crisis.co.uk**

Submitted a UX report of the website to Crisis
- **Accessibility Evaluation, Stemettes.org**

Submitted an accessibility report of the website
- **Winner of V-Hackathon**

In competition with 18 undergraduate teams
- **Winner of Internal Smart India Hackathon**

In competition with 10 undergraduate teams to develop TourTime - Virtual Tourist Guide

Skills

- **Design**

UI/UX Design

Interaction Design

Information Arch.

UCD/HCDE

Design Thinking

Wireframing

Storyboarding

Prototyping
- **Development**

React.js

HTML5, CSS, SCSS

Javascript, Typescript

Tailwind CSS

Next.js

Swift, SwiftUI

Flutter

Xcode

Firebase

C, C#, C++

Ionic

Framer

Java, Python
- **Tools**

Figma

Adobe XD

Webflow

Adobe Creative Suite

Blender

Unity, Unreal Engine