Mudra Nagda

GOOD DESIGN IS RESPONSIBLE DESIGN

www.mudranagda.com
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SKILLS

Coding
C, Java, Python, HTML, CSS,
Javascript, Bootstrap, C#

Design
Personas, Journey Maps, Sketching,
Wireframing, Prototyping, Information
Architecture, Responsive Design

User Research
Surveys, Interviews, Guerilla Usability,
Affinity Diagrams, Observations

Tools
Adobe XD, Figma, Unity3D, Miro,
Photoshop, Balsamiq, Marvel

CERTIFICATIONS

User Research and Prototyping
August - September 2018
Coursera Interaction Design Specialisation

Information Design
August - September 2018
Coursera Interaction Design Specialisation

UX - A Beginner's Guide
December 2017 - February 2018
Interaction Design Foundation

ACHIEVEMENTS

Quality Design Certification
VJTI, Mumbai | December 2018
Mobond m-Indicator UX/UI Hackathon

VOLUNTEERING

Akanksha Foundation
Mumbai | March - May 2018
- Taught art to underprivileged children
- Assisted teachers in classrooms

ROLES OF RESPONSIBILITY

DJ Unicode | Design Mentor & HR Head
Mumbai | August 2018 - present
- Leading the committee as the HR Head
- Designed SkillFinder web application
- Mentored 2 junior designers over 3 web
 development projects

EDUCATION

Dwarkadas J Sanghvi College of Engineering, University of Mumbai
BE in Computer Engineering | August 2016 - June 2020
GPA - 9.04/10.00

EXPERIENCE

Medtronic India Development Center | HFE Intern
Bangalore | June - August 2019
- Designed the Hemodialysis System Design System on Adobe XD
- Created 3 level Information Architecture of the Hemodialysis System
- Performed analysis of Usability Study Reports

Felix Educare | UX/UI Design Intern
Mumbai | June - August 2018
- Anayzed UX issues from feedback obtained from customers
- Created the wireframes, graphics, color scheme and designed the
UI for the company's website
- Introduced the company to Webflow CMS

TribesForGood | UX/UI Design Intern
Mumbai | January - February 2019
- Redesigned the company website
- Worked on web page structure and navigation

RESEARCH PROJECTS

Seedling | Gamification Research in HCI
Final Year Research Project | October 2019 - present
- Gamified approach to plant care for children & young adults of
Gen Z age group
- Conducted literature review on human-plant relationship,
persuasive technology, Gamification frameworks
- Determine appropriate game mechanics using the Gamification
User Types Hexad Scale

PROJECTS

ICACTA 2020 | Web Design
Conference Website | August 2018 - November 2019
- Designed the ICACTA Website
- Supervised the process of designing the conference booklet and
posters

m-Indicator Redesign | UX/UI Hackathon
App redesign | December 2018
- Improved visual design, information architecture,
navigation, the UX of checking a train route
- Used Google Material Design guidelines

IRCTC Redesign | UX/UI Case Study
Website redesign | September 2018
- Improved the UX of checking train availibilty and train booking