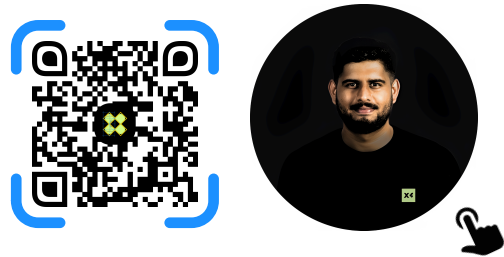


RAHUL PRAKASH

UX & UI Designer | User Researcher

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SUMMARY

UI/UX Designer with a background in software and usability engineering. I create user-centered, intuitive designs backed by data and research, applying expertise in design thinking, wireframing, and prototyping. Proficient in technical tools and collaboration platforms, I balance technical problem-solving with user empathy to deliver solutions in cross-functional environments. I thrive in fast-paced, innovative environments by exploring and benchmarking ideal emerging technologies against industry standards.

WORK EXPERIENCE

Part-Time Property Manager, Mühlenstr. 258, Dachsberg

December 2022 – September 2024 Kamp-Lintfort, Germany

- Handled inquiries, room tours, and contracts for over 260 tenants in a WG (shared apartment) with 22 rooms.
- Managed and coordinated repair requests and maintenance via a reporting system.
- In ~2 years I worked, I ensured all the rooms were rented 99.62% of the time.

Associate Software Engineer, Toshiba Software India Private Limited

August 2019 – June 2020 Bengaluru, India

- Worked on integrating multifunction printers (MFPs) as part of the API team, translating functional requirements into software components, handling three monochrome and two color models, encompassing various sub-types tailored to diverse capabilities, speed, scale, and sizes.
- We used C++ for device programming and PyTest for testing, ensuring changes met requirements before deployment.
- I collaborated with our Japanese counterpart on feature additions and legacy device integration, navigating the cultural nuances and adhering to extensive documentation protocols.

Project Intern, Bodhi Labs Software services Private Limited

December 2018 – April 2019 Bengaluru, India

- Collaborated with a four-member team to prototype PongFox, an advanced table tennis robot, focusing on proof of concept and reliability.
- Developed design concepts by leveraging industry expertise to ensure a strong foundation and precision.
- Researched development boards, transitioning from Arduino to Raspberry Pi for wireless integration, and explored other boards for improved sustainability and cost-effectiveness.
- Researched training methodologies, devised custom training drills, and translated user needs into effective user-centric features, collaborating with industry experts.
- Presented PongFox weekly at local clubs, observing user engagement and gathering feedback to drive innovation.

EDUCATION

M.Sc., Usability Engineering,

Hochschule Rhein-Waal (German Grade - 1.6, equivalent to ~ 85%)

October 2022 – May 2025 Kamp-Lintfort, Germany

- Key Focus:** UX Design, User Research, Strategic Usability, Design Thinking.

B.E, Information Science and Engineering,

Siddaganga Institute of Technology (7.49 CGPA)

June 2015 – May 2019 Tumakuru, India

- Key Focus:** Software Engineering, Web Development, Project Management.

KEY ACHIEVEMENTS

Workload Reduction Efficiency

- Created a custom GPT-based assistant for a WG, automating responses for tenant FAQs regarding house rules and daily routines.
- This automation reduced the manual workload by 40%, significantly improving operational efficiency and tenant satisfaction.

Concept Redesign for Enhanced Precision

- Led the redesign of the feeder system for PongFox, enhancing precision by doubling the container capacity to 50 balls. I used an additional servo motor as a shaker to prevent ball pinching.
- This upgrade boosted reliability and allowed for longer practice sessions with fewer interruptions.

Award-Winning Digital Project

Was awarded by the state government (KSCST, 2018-19) for the 'Bird Census using Digital Photograph' project. Used OpenCV and ML to identify and monitor bird counts for conservation and environmental efforts.

SKILLS

Core Skills

User-Centered Design | Usability Testing | User Journey | UX Research & Analysis | User Flows | A/B Testing | Accessibility | Agile Methodologies | Information Architecture | Interaction Design | Design Systems | Rapid Prototyping | Prompt Engineering | Market Research

Technical Proficiency

UX Tools

Figma | Adobe | FigJam | Canva | Notion

Web Development

HTML 5 | CSS | JavaScript | React | SEO

Programming Languages

Python | C++ | Java | Shell Script

Frameworks

Node.js | Jupyter | TensorFlow | Matplotlib | Machine Learning | ChatGPT | Github | n8n

Testing & Debugging

PyTest | Selenium | VS Code

Data Visualization & Statistical Analysis

JASP | Google Trends | Google Analytics | Spreadsheets

Languages

Fluent in { English | Kannada | Hindi } | German (A2)

CERTIFICATIONS

- Motion Design with Figma: Animations, Motion Graphics, UX/UI (Udemy, 2024)
- Complete 2024 Web Development Bootcamp (Udemy, 2024)