RAHUL PRAKASH

UX & UI Designer | User Researcher

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📍 Bengaluru

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 | 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)**