Simha Harshith

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EDUCATION

- **Dayananda Sagar College of Engineering** — Bengaluru, KA
  Bachelor of Engineering in Computer Science and Business Systems — *2022 – 2026*

- **FIITJEE High School** — Vijayawada, AP
  High School — *2017 – 2022*

PROJECTS

- **ScoreLine Scout Mobile App** | *Interactive Football Fan App*
  - Designed an interactive mobile app focused on football enthusiasts, featuring a match calendar, leaderboard, quizzes, and football news to enhance user engagement.
  - Developed detailed wireframes and low/high-fidelity prototypes using Figma, ensuring an intuitive and visually appealing interface.
  - Created a user-friendly and modern UI, adhering to UX principles for a seamless browsing experience.
  - Focused on gamification elements, such as quizzes and leaderboards, to encourage user interaction and retention.

- **eTMS** | *Employee Transport Management System*
  - Redesigned the **eTMS app** to improve user experience and enhance functionality for office commuters.
  - Integrated real-time tracking to provide live updates on cab status, ensuring better reliability.
  - Added current location tracking to improve safety by allowing users to monitor their route.
  - Introduced timely reminders and notifications to reduce no-shows and improve scheduling efficiency.
  - Applied modern design principles to create an intuitive and engaging interface that meets enterprise standards.

SKILLS

User Interface and User Experience Design, Surveys, Personas, Wireframing, Prototype, Hi-Fidelity and Lo-fidelity Designs, Mobile Application Design, Front-End Basics (HTML,CSS,JavaScript), Problem Solving, Design thinking.

TOOLS

Figma, Notion, Google Form

CERTIFICATIONS

- **Google UX Design Professional Certificate.** [Link]
  - Foundations of User Experience (UX) Design. [Link]
  - Start the UX Design Process: Empathize, Define, and Ideate. [Link]
  - Build Wireframes and Low-Fidelity Prototypes. [Link]
  - Conduct UX Research and Test Early Concepts. [Link]
  - Create High-Fidelity Designs and Prototypes in Figma. [Link]
  - Build Dynamic User Interfaces for Websites. [Link]
  - Design a User Experience for Social Good and Prepare for Jobs. [Link]

ACHIEVEMENTS

- **Phoenix 2.0 Design Hackathon** – Secured **3rd place** for creating a user-friendly and innovative design solution.
- **Anokhya Design Hackathon** – Secured **5th place** for designing an innovative user experience solution, showcasing strong problem-solving and UI/UX skills.