Aaditya Vaze
Product, UI/UX Designer

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ABOUT ME

An innovative Product Designer boasting over 7 years of comprehensive experience in UI/UX, with a robust foundation in Product Design, UI/UX craftsmanship, and Agile Prototyping. Skilled in harnessing the power of cutting-edge design tools like Figma to architect and refine user experiences. Adept at leading cross-functional teams to develop sophisticated products within dynamic settings. Demonstrated success in spearheading innovation and enhancing product value through strategic design and prototyping initiatives.

EDUCATION

M. Des. / Digital Futures
OCAD University
Sept 2021-Apr 2023 / Toronto, CA

HCI Visiting Researcher
University of Toronto
2018 – 2019 / Toronto, CA

B.Engg. / Computer Science & Math
BITS Pilani
2014 – 2019 / Goa, IN

SKILLS

2D / 3D UI Design
UX Design
Product Design
Rapid prototyping
Storyboarding, Wireframing, Prototyping
AR/VR/XR Design

TOOLS

Figma, Adobe Creative Suite
React, node, p5.js
Android Studio
C#, Java
Python, JS

ACHIEVEMENTS

MITACS Globalink Research Award
OCADU Graduate Scholarship
INSPIRE Scholarship (Top 1% in India)

RESEARCH

IEEVR 2023 Research paper
M.Des. Thesis

EXPERIENCE

Circuit Stream
AR/VR Design Instructor
Feb 2023 – Present / Remote

Instructed courses on XR UI/UX design and prototyping, emphasizing Unity and other XR tools, to align with modern design practices and tools like Figma and Adobe Creative Suite.

Adaptive Context Environments Lab
UX Research Assistant
May 2022 – Aug 2023 / Toronto, CA

Spearheaded the design of UI/UX systems and prototypes for contextual XR Workspaces integrating AR/VR, IoT, and Robotics, applying user-centered design practices to enhance user experience.

OCAD University
Graduate Thesis Project
May 2022 – Jun 2023 / Toronto, CA

Developed an XR platform promoting curiosity-driven learning, employing design thinking methods for prototyping, and user research to create a learning environment.

Nonsense
Head of Product Design
July 2021 – June 2022 / Utah, United States

Led UI/UX design for a pioneering language-learning app using movies, focusing on user-centric design to craft engaging, efficient digital experiences tailored to diverse user needs.

GreedyGame
Product Designer
Feb 2020 – Apr 2021

Directed UI/UX for dynamic ad systems and an AdTech SaaS platform, blending strategic business goals with client needs to enhance value and performance.

Pixelworks
Co-founder
2015 – 2019

Co-founded a UI/UX and Graphic Design consultancy, serving over 100 startups across India, demonstrating a deep understanding of human behavior to deliver solutions that resonate with target audiences.