Aditya Kundu
Product Designer

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WORK EXPERIENCE

CoWrks
UI/UX Intern
Bangalore, India | Jan 2019 - Feb 2019

- Took initiative to establish a design system. Helped develop a Sketch Library for the Mobile Design team.
- Worked with PMs and developers to design *Converge*, a product offering that allows customers to reserve meeting rooms. Developed hi-fi prototypes for tablet and web based devices.

Lollypop Design Studio
UX Intern
Bangalore, India | June 2017 - July 2017

- Designed the IA and wireframes for the customer website of *IMEPay*, a payment service based in Nepal. Also, developed multiple user personas and storyboards from provided user research.
- Engaged myself with the UI team for a week to collaboratively work on the web dashboard interface for *Capital Minds*, a wealth management tool.

SRM App Development Team
UI/UX Lead
Chennai, India | Sep 2016 - Feb 2017

- Designed interfaces for products across a variety of platforms. Primarily worked on *Academia*, the student management system for our Institute.

The Chaiwala Designs
Freelance Designer
Chennai, India | Sep 2016 - June 2017

- Developed visual identities and designed products for several startups across the country. Was part of a contract-based design collective.

EDUCATION

Georgia Institute of Technology
MS in Human-Computer Interaction
Atlanta, GA | Class of 2021

SRM Institute of Science and Tech.
B.Tech in Computer Science and Engg.
Chennai, India | Class of 2019

ABILITY

Research Methods: Contextual Inquiry • (Semi) Structured Interviewing • Affinity Mapping • Card Sorting • Survey Design • User Testing • Heuristic Evaluation

UX Design: Wireframing • Information Architectures • Storyboarding • Persona Development • Rapid Prototyping

Visual Design: Brand Identity Development • High-Fidelity Interfaces • Print & Graphic Design • Interactive Data Visualization • Design Systems

Softwares: Sketch • Figma • Adobe Creative Suite (Photoshop, XD, Illustrator, Lightroom) • Principle • Miro • Invision • Unity 3D

Languages: C#/C++ • HTML5 • CSS • D3.js

INDUSTRY PROJECTS

Georgia Aquarium, Fall 2019:
As a part of the HCI Research Methods Class, conducting research at the Aquarium to understand visitors' perception of sharks for their Predator 2020 expansion project.