

AKSHAY PATIL

UX Designer | Front End Engineer

Greater New York City Area

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Summary:

Google Certified UX Design Professional.

Computer Science Graduate, NJIT, May 2017.

Aspires to create thoughtfully built Human-centered Interfaces for digital devices.

Interests include UI/UX design, Responsive Web, and Mobile App development.

Skills:

Design skills:

Design Thinking, UX Research, Persona & Journey Mapping, Affinity Diagram, Information Architecture, Wire-framing, Prototyping, Usability Testing, Web Design

Design tools:

Figma, Adobe XD, Sketch, Adobe Creative Suite (Photoshop, Illustrator, InDesign, Premiere Pro etc.)

Programming skills:

ReactJS, JavaScript, HTML, CSS, Node.js, JSON, jQuery, Bootstrap, XML, APIs

Databases:

MongoDB, SQL

Certifications

Google UX Design Professional Certificate

Google UX Design by Google on Coursera.
Oct. 2023

Android Certified Programmer

(Industry Integrated Android Programming by Suven Consultants, Channel Partner- Monster India). Oct. 2012

Certification in C/C++

(All India Council for Professional Training & Research Pvt. Ltd.) Nov. 2010

Hobbies:

Photography, Videography, Chess

Experience:

Freelance Web Designer

(March 2022 – Present)

Collaborated closely with clients to strategise, conceptualise and design websites.

Technologies used: NextJS, HTML, CSS, Wix, Shopify and more

Front End Engineer

at Beewell Natural Foods, Ohio.

(Mumbai, India. July 2018 – Feb 2022)

Engineered a website with focus on front-end engineering using ReactJS libraries, and CSS3 for UI development.

Set up an app using React Native for Android and iOS.

Tech stack: ReactJS, HTML, CSS, JavaScript, Bootstrap, React Native, AWS, DynamoDB.

Full Stack / Android Developer

at PlateRate.com

(New York, NY. July 2017 – June 2018)

Used Agile methodology and Scrum framework in maintaining the food technology web app.

Worked with Foursquare's API to deliver data to end users.

Tech stack: JavaScript, JQuery, Node.js, MongoDB, HTML, CSS, Bootstrap.

Technology Officer

for DeepCS, a computer science club

(NJIT, NJ. June 2016 - May 2017)

Ideated and executed technology events for students.

Tutored graduate students on campus

User Interface Evaluator

for a tool used in ontology

(NJIT, NJ. May 2016 - June 2016)

Education:

M.S. in Computer Science

(May 2017);

New Jersey Institute of Technology (NJIT), GPA: 3.45/4

New Jersey, USA

Bachelor of Engineering in I.T.

(June 2015)

St. Francis Institute of Technology (University of Mumbai)

Mumbai, India.

Academic Projects:

Analyzing Android Apps using DroidSafe tool

Used DroidSafe tool to diagnose and remove malicious code from Android Apps.

Android Application: Swiss Knife

Built an application for basic activities (Contacts, SMS, Maps etc.). Made use of 'Intents' in the Android OS.

Android Game: Flip Diving

Created an android game based on the sport of Cliff Diving Made in the Unity Game Engine using C#.

User Experience Design for Peer Rating Web app

Created user personas, storyboard, key path scenarios, information scenarios, claims analysis for designing the UX of the web app.

Data Analysis in Python

Graphical analysis of .csv data using Python Libraries. Libraries: Pandas, NumPy, SciPy, Matplotlib, Seaborn