Akshay Sanjay Patil

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Summary:

Google Certified UX Design Professional dedicated to crafting human-centered software with expertise in Responsive Web Development, Mobile App development, and UI/UX design.

Education:

Master of Science, Computer Science (GPA: 3.45)   **May 2017**
New Jersey Institute of Technology (NJIT)   Newark, NJ
Bachelor of Engineering, Information Technology   **June 2015**
St. Francis Institute of Technology (University of Mumbai)   Mumbai, India

Certifications:

Google UX Design Specialization Certificate   **Oct 2023**
Google UX Design by Google on Coursera

Skills:

Design: UI/UX Design, UX Research, Design Thinking, Storyboarding, Personas, User Journey Mapping, Affinity Diagram, Information Architecture, Wireframing, Prototyping, High Fidelity Mockups, Usability Testing
Design Tools: Figma, Adobe XD, Sketch, Adobe Creative Cloud
Technical: HTML, CSS, JavaScript, ReactJS, Bootstrap, Tailwind CSS, jQuery, XML, Python
Databases: MongoDB, SQL

Professional Experience:

Web / UX Designer (Freelance)   **March 2022 - Present**
- Devised UX strategies with clients to design and develop websites with a focus on driving sales.
  Technologies used: NextJS, HTML, CSS, Wix, Shopify.

Front-end Engineer, Beewell Natural Foods (www.athmodo.com)   **July 2018 - Feb 2022**
- Engineered a responsive website UI, utilizing React JS and CSS.
- Executed successful website redesign initiatives, resulting in significant improvements in conversion rates.
  Tech stack: React JS, HTML, CSS, JavaScript, Bootstrap, AWS.

Full Stack / Android Developer, PlateRate.com   **July 2017 - June 2018**
- Worked with product development team to build web application using an Agile development approach.
- Collaborated with designers to build social aspect of the product, aiming to boost user retentions.
- Published initial version of the PlateRate Android App on Google Play.
  Tech stack: JavaScript, jQuery, Node.js, MongoDB, HTML, CSS, Bootstrap, Foursquare API.

Technology Officer, Computer science club at NJIT   **July 2016 - June 2017**
- Conceived and organized technology events for students.
- Provided tutoring to graduate students on campus.

User Interface Evaluator, New Jersey Institute of Technology (On Campus)   **May 2016 - June 2016**
- Evaluated and reported on the usability of an oncology tool.

Academic Projects:

Job Portal for First-Gen Immigrants (UX Design Case Study)   **Oct 2023**
Demonstrated the use of design system to develop the UX of an app and responsive website focused on social good.

Digital Menu for Takeout Restaurants (UX Design Case Study)   **Sept 2023**
Designed a dynamic website with consistent User Experience across diverse screen sizes; covering research to prototypes.

Mobile Ticketing App for Local Movie Theatre (UX Design Case Study)   **Mar 2023**
Applied Design Thinking framework to empathize, define, ideate and execute UX design for a movie ticketing app.

Android Application: Swiss Knife   **Spring 2017**
Built a minimalist Android app for basic activities (Contacts, SMS, Maps etc.). Utilized 'Intents' in the Android OS.

Android Game: Flip Diving   **Fall 2016**
Collaborated with team members to design an Android game in Unity Game Engine using C#.

User Experience Design for Peer Rating Web App   **Fall 2016**
Crafted user personas, storyboard, key path and information scenarios, claims analysis to design the UX of the web app.

Hobbies:

Swimming, Photography, Cinematography, Chess.