MINAL VIVEK BOMBATKAR

USER EXPERIENCE DESIGNER

PROFILE

"My passion is to listen and my goal is to understand the complexity of systems problem, I create design and the people use them. My work is inspired by humans and created for humans to improve the human life."

CONTACT

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TOOLS

Axure RP
InVision
UXPin
Sketch 3
Photoshop
Illustrator
InDesign
HTML5
CSS3
Responsive Design

EDUCATION

Career Foundry
UX Design Certificate
18 march 2019 – 22 Aug 2019

Six months intensive training program for UX Designers, specializing in UX process and methodology, data driven approaches to strategy as well as prototyping, wireframing, and conversion rate optimization.
I built proficiency in a data driven approach to UX Design, describing an Information Architecture and developing user personas, wireframing, prototyping, and testing, including conversion rate optimization and A/B testing. During the course of this program, I built a Vocabulary app "**Lexis**" from scratch.

Master of Technology: Aug 2009 – Sep 2011
University Department of Chemical Technology, North Maharashtra University, India

Master of Science: Aug 2007 - Jun 2009
Computer Science Department of North Maharashtra University, India
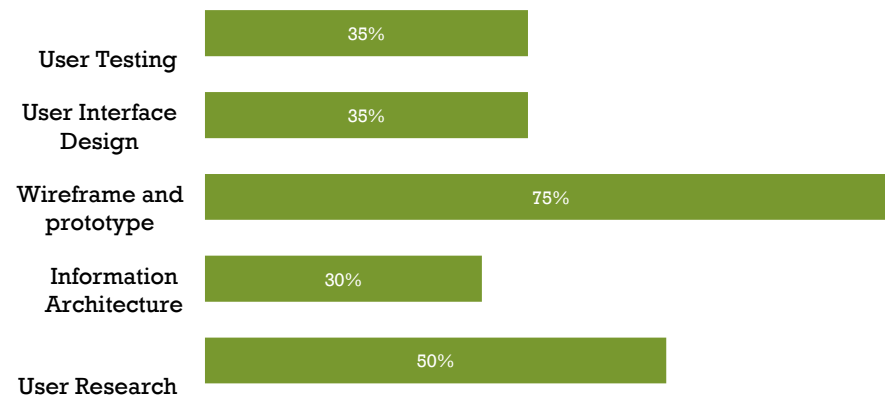
WORK EXPERIENCE

Tesla: Senior UX Designer
Dec 2022–Oct 2026
Work with Designers, Engineers and Product Managers to define interface and user requirements.
Design and conduct user testing and validation

Adyah- Nonprofit organization: UX\ UI Designer
April 2021–Dec 2022
Worked for Nonprofit organization as UX \UI designer.
Help them in development of there website and app. Involved in every aspect of the product design process of the app from scratch.

Human eye : UX designer
Aug 2019–March 2021
Iterates on existing products to ensure the delivery of industry
leading branding and user experiences. Produces wireframes, mockups, and interactive prototypes. Designs user interfaces, communicates design concepts to stakeholders, and works on marketing and branding materials.

Skills:

Skill	Value
User Testing	35%
User Interface Design	35%
Wireframe and prototype	75%
Information Architecture	30%
User Research	50%

FUTURE PORTFOLIO

Tesla: Senior UX Designer

- Collaborate with product and research teams to craft effective and delightful user experiences for global audience
- Translate customer insights and business requirements into conceptual ideas, interaction models, visual design and UI specifications
- Create wireframes and prototypes for design exploration and user testing
- Work with the other designers to maintain consistency and coherence across the whole product.
- Multi-tasking across multiple projects and remaining calm under pressure

Adyah- Nonprofit organization: UX\ UI Designer

- Lead and participate in a wide range of user research to inform the design of optimal educational experiences
- Develop vibrant and engaging interactive designs which engage new, potential and existing users, by providing experiences which will delight learners and teachers, driving user engagement
- Meeting the needs of Agile teams by developing interaction specifications, wireframes, workflow diagrams, interactive prototypes and high-fidelity design deliverables according to the requirements of Product Owners
- Liaising with market-facing and Technology stakeholders to utilise evaluation of the work and analytics from products and services, informing and iterating your work across our digital portfolio
- Working closely with Product and Technology counterparts, building design pattern libraries to establish consistency within and, where appropriate, commonality across digital experiences on a range of form factors, including desktop and mobile.
- Specifying and explaining user experiences to software development teams, to inform and oversee the implementation of your proposals
- Rationalise and articulate feedback arising from user testing, to explain and contextualise the implied design decisions for Product Owners, stakeholders and peers

Human eye: UX designer

- Propose and sketch out a range of visual concepts both on paper and using software applications.
- Create user personas, user journeys and site maps.
- Create wireframes and prototypes using specialist tools such as Axure, In-Vision, OmniGraffle and Sketch, as well as the Adobe product suite.
- Work on cross-platform applications to develop user experiences covering mobile phones, tablets and computers.
- Work collaboratively with other designers, consultants and development teams, business analysts and project managers.
- Liaise regularly with clients to ensure that designs meet their requirements and core business objectives.
- Organizing different information into a user centric architecture.
- Conduct remote and on-site usability testing with real users to ensure the end-product design provides users with the optimum experience in terms of efficiency, effectiveness and engagement.

DESIGN PROFILE

STEPS TO CONTINUE EDUCATION

1. COMPLETE CAREER FOUNDRY COURSE

2. ATTEND A LOCAL UX MEET-UP

3. LISTEN TO UX PODCAST AND SUBSCRIBE TO UX BLOG SITES

4. ASK FRIEND FOR REFERANCE, FOR JOB OPPORTUNITY

5. PRACTICE APP DESIGN IN SPARE TIME USING UX DESIGN TOOLS

ExS = 4

IxD = 3.5

UR = 2.5

IA = 4