

## EDUCATION

### **Bachelor of Technology (B.Tech), Computer Science**

Maharaja Agrasen Institute of Technology

2015 - 2019

Percentage: 73.40%

### **Senior Secondary (XII), Science**

Vivekanand Public School

(CBSE board)

Year of completion: 2014

Percentage: 91.80%

### **Secondary (X)**

St. Mary's Christian School

(CBSE board)

Year of completion: 2012

CGPA: 9.60/10

## JOBS

### **UI/UX Design**

HTS Solutions Pvt. Ltd., Noida

Apr 2020 - Present

Revamped UI and Interaction of an ERP product named 'Linguee'.

Worked on the various website for and also maintain our social media, and create interactive videos of various topics for Youtube.

### **UI / UX Designer**

Kilobyte Technologies, Delhi

Aug 2019 - Apr 2020

Work on UI, UX designing, typography as well as product design. Google-style design sprints, iterative prototyping, customer discovery, feedback from analytics, and customers and handle our mainstream branding from social media presence to web design

## INTERNSHIPS

### **Graphic, UI & UX Designer**

HTS Solutions, Noida

Jun 2018 - Jul 2018

Design logo and UI & UX for their site and mobile application.

### **Website**

Clean N Shiney, Virtual

Mar 2018 - Mar 2018

Design the website for the organization.

## ACHIEVEMENTS

Secured 2nd rank in IIITD Design Hackathon - Design 360, consecutively for 2 years (2018 & 2019).

My team was in top 10 finalist of Green-a-thon, an hackathon organized by Rajasthan Government, on Rajasthan IT day.

Participated and grab 4th position in Smart India Hackathon 2017 initiated by PM Modi. Won 'Deloitte Innovation Award' too.

Won 'Aqua Bot' event under the annual fest Inerve of IGDTUW.

Third position in Line Following Robot Event in Annual fest Synergy of DTU in 2016

Lead my team to 2nd position in Intra-school Quiz Competition.

Third position in Line Following Event in Annual fest Synergy of DTU in 2016

## TRAININGS

### **Android Application Development**

HPE Education Services, Delhi

Jul 2017 - Aug 2017

Initially training started with the fundamentals of java and then paced towards the android app development. We studied android architecture, SDK, development environment, fundamentals, main building blocks, user interface, data storage and much more.

## PROJECTS

### **Delve : Application to counter occupational incognizance**

Aug 2019 - Aug 2019

<https://bit.ly/3imloef>

Created the complete flow and architecture for the app. Also used The research learning spiral - a five-step process for conducting user research, originated by Erin Sanders at Frog for my research. And further designed the application.

### **Voice controlled In-Game Companion**

Mar 2019 - May 2019

Created a small game environment with Blender and Unity Game engine and a voice command feature for the gamer to interact with the AI companion using machine learning and Windows Speech.

### **MARRYGO**

Aug 2018 - Aug 2018

<https://bit.ly/2Q4lgTg>

Led the design of end-to-end experience from on-boarding to reaching the destination. I also conducted research, set up a base architecture, and designed the complete application.

### **IEEE DS Android App**

Mar 2018 - Jun 2018

<https://github.com/clumsyaman/IEEEEDS>

Designed and developed Android application for the IEEE Delhi Section.

## VR Labs

Feb 2018 - Mar 2018

Created a VR Laboratory using Blender 3D and Unreal Engine. Modelled multiple types of equipment used in physics and chemistry Laboratory.  
And make the algorithm to show the visual change as the experiment is conducted.

## ROVE

Aug 2017 - Sep 2017

<https://github.com/deepanshib/Rove-beta.git>

ROVE is a travelling app for those who want to discover and explore our capital city.  
Worked on the Design and backend of the application using Firebase.

## Space Jockey

Apr 2017 - May 2017

Created a virtual experience for floating in the space using Blender 3D and Unreal Engine.

Make the model satellites to rotate around the earth, synchronously with its actual counterpart, by using data from NASA's website.

## Mos-Q-Raid

Jan 2017 - Apr 2017

A first-person shooting game for ICMR to spread awareness against mosquitos.  
Created the complete flow of game including both urban and ruler areas and applied physics to the complete environment.

## SKILLS

### UI & UX Design

Advanced

### Figma

Advanced

### Rapid Prototyping

Advanced

### Wireframing

Advanced

### Adobe XD

Advanced

### Sketch

Intermediate

### Adobe Illustrator

Intermediate

### Adobe After Effects

Intermediate

### Blender 3D

Intermediate

### Unreal Engine

Intermediate

## WORK SAMPLES

### GitHub profile

<https://github.com/aman25396>

### Behance portfolio link

<https://www.behance.net/madebyaman>

### My website portfolio link

<https://amanmittal.netlify.app>

### Linkedin profile

<https://in.linkedin.com/in/aman25396>