

# Aman Bahuguna

User Experience Designer & Illustrator

in 10th September, 1994

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### SYMBIOSIS INSTITUTE OF DESIGN | PUNE, INDIA

April 2016, Bachelor in Design, User Experience Design

### SAGAR PUBLIC SCHOOL | BHOPAL, INDIA

March 2012, Higher Secondary, Commerce with Computer Science

# **WORK EXPERIENCE**

### MYNTRA | BANGALORE, INDIA

December 2015 - March 2016, Internship, User Experience Design

Researched, designed and prototyped Myntra's Customer Insight Portal. It is used by marketing, buying and promotion teams for making business decisions regarding sale and purchase of inventory and analyze product sales through visualizations.

# DESIGN ELEVATOR | PUNE, INDIA

May 2015 - June 2015, Internship, Product Interface Design

Worked in team comprising a product designer, experience designer & electronic engineers to design & prototype an universal music instrument which can be used to play sounds of different instruments like drums, piano, guitar using Arduino microprocessor, piezo sensors and FL Studio.

# **SKILLS**

### **DESIGN**

Interaction Design Interface Design Web Design Identity Design Illustration

### **TOOLS**

Adobe Suite Sketch App Invision Marvel

# **E** COURSES

User Research Information Architecture Interaction Design **User Interface Graphics** Product Interface Design Arduino & Programming Visual Identity Design Typography & Calligraphy Elements & Principles of Design Color Theory

### RESEARCH

User Study Personas Storyboarding Competitive Analysis Heuristic Evaluation

# TECHNICAL\*

HTMI CSS Javascript Arduino \*Beginner to Intermediate

### **O** HOBBIES

Playing Guitar Composing Music Editina Music Photography Pen Illustration Travelling

### **CREATIVE PROJECTS**

# **MEAL HUNT**

Research, UX/ UI

Designed an Android based application to enhance the experience of ordering food online.

## MUSIC REEL

Research, UX/ UI

Designed a common mobile platform for musicians to find other artists, venues, recording studios, labels, publishers, producers, writers and managers.

### **ENTROPY**

Board Game Design

A Board game based on chance with generous sprinkles of strategy and elements of choice designed for general public.

### TRAILBLAZER, GAMING CHAIR

DIY Hack, Interaction Design

Transformed an office chair into a gaming chair aiding one to play different racing games. Project was displayed during college fest DZMA-2015.

## MAPPING THE EVOLUTION OF EXPERIENCES

Infographic

Researched on how telecommunication as a domain has evolved over the years and analyzed the societal trends that it represents from inception through its existence. Analyzed the semiotics of each artifact for society and individuals and proposed a vision for what may happen in the coming times.

### SELF- WATERING PLANT

Arduino, Interaction Design

A hardware system that facilitates self-watering of plants when the soil dries up. A server log file is generated with data like humidity level, temperature and moisture level of the soil during the time when water gets poured into the plants for future complex auto-learning from the system.

### MUSIC

Composition & Production

Wrote and composed a song for a music video degree project "Saving Myself" and produced a background track for the short documentary film, "Chikankari".