Aman Mittal

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Delhi

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

UX Designer

Digilocker, Delhi

Apr 2021 - Present

Working on various eGovernance projects under Digital India Initiative. My main role is to revamp the existing government projects and make them more user-friendly.

UI/UX Design

HTS Solutions Pvt. Ltd., Noida

Apr 2020 - Apr 2021

Revamped UI and Interaction of an ERP product named 'Linguee'. and the Hosting website HTS Hosting. Other than that I designed interactive videos on various topics for youtube, websites, advertisements, and social media

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.

Lead my team of LFT volunteers for the mass cleaning near Vishvidhyalya Metro Station.

Member of Leaders For Tommorow an youth organization working for the betterment of future

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

Organised an offline esolang coding competition named 'SUDO' in 2017 in college MAIT.

Organised event name 'Quizo'brain' in IEEE Day in 2016 for IEEE MAIT

Volunteered for the blood donation camp in college grounds in 2016 for Rotatory Club.

Organised a coding event 'Codifica' under the society IEEE MAIT in 2017.

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/3imIoef

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/2Q4IgTg

Led the design of end-to-end experience from onboarding 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/IEEEDS

Designed and developed Android application for the IEEE Delhi Section.

V R 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	**Figma**
Advanced	Advanced
Rapid Prototyping	**Wireframing**
Advanced	Advanced
Adobe XD	**Sketch**
Advanced	Intermediate
Adobe Illustrator	**Adobe After Effects**
Intermediate	Intermediate
Blender 3D	**Unreal Engine**
Intermediate	Intermediate

WORK SAMPLES

GitHub profile

https://github.com/amancml

Behance portfolio link

https://www.behance.net/madebyaman

Other portfolio link

https://www.amanmittal.me

Blog link

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

ADDITIONAL DETAILS

My team was in top 10 finalist of Green-a-thon, an hackathon organised 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 Innerve of IGDTUW.

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

Lead my team to 2nd position in Intraschool Quiz Compition.

Secured 2nd rank in IIITD Design Hackathon 2018 - Design 360.

Again secured 2nd rank in IIITD Design Hackathon 2019 - Design 360.

Other portfolio link

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