



## Ankush Gaharwar

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### ABOUT ME

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Mission-driven and collaborative UX/UI designer who loves tackling design challenges from concept to product. Looking for an opportunity to rapidly learn what users care about and deliver seamless web and mobile app experiences.

### WORK EXPERIENCE

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#### Mid UI/UX Designer

**Unilever** [ 01/04/2022 – 31/07/2023 ]

**City:** Rome

**Country:** Italy

- Developed user-centric designs for Gro24\*7 U-Smile and Compre Ahora's web and mobile applications.
- Tailored designs for diverse regional markets, focusing on APAC and LATAM, enhancing user engagement.
- Cross-regional design adaptability, user experience enhancement, application design. User Experience (UX) Design, User Interface (UI) Design, Interaction Design, Wireframing, Prototyping, User Research, Adobe Suite, Figma.

#### UI/UX Developer

**Conso4s** [ 01/08/2020 – 31/12/2021 ]

**City:** Bangalore

**Country:** India

- Led the design of KahVay's online negotiation teaching platform, focusing on user-friendly interfaces.
- Key contributor in development and testing, ensuring seamless user experience for KahVay's website.
- Product development leadership, user story creation, usability testing. Product Design, User-Centered Design, Design Thinking, Information Architecture, Responsive Design, Sketch, Usability Testing, Agile Methodology.

#### UI/UX Designer - Creative Head

**Autobud** [ 01/08/2018 – 31/07/2020 ]

**City:** Nagpur

**Country:** India

- Designed the mobile app and website for a bike taxi startup, prioritizing intuitive user navigation.
- Created the company's logo and managed social media, increasing brand visibility and user engagement.
- Brand identity design, social media management, startup environment adaptability. Mobile App Design, Web Design, Brand Development, Visual Design, Graphic Design, Adobe Photoshop, Adobe Illustrator, User Flow.

#### External Student

**IDC - IIT Bombay** [ 01/10/2019 – 31/01/2020 ]

**City:** Mumbai

**Country:** India

- Collaborated on industrial design projects, recognized for creative prototyping and impactful solutions.
- Team collaboration, innovative design solutions, project execution.
- Industrial Design, Collaborative Projects, Creative Problem Solving, Concept Development, User-Centric Solutions, Design Research.

## **Game Design Intern**

**POCO Game Development Academy - Xiaomi** [ 01/12/2018 – 31/07/2019 ]

Country: India

- Developed an infinite running game using Unity3D, focusing on engaging gameplay and interactive environments.
- Game development, Unity3D expertise, player engagement enhancement.
- Game Design, Unity3D, Interactive Design, 3D Modeling, Animation, Gamification

## **EDUCATION AND TRAINING**

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### **Masters of Science - Product and Service Design**

**Sapienza University of Rome** [ 01/09/2021 – 11/12/2023 ]

City: Rome

Country: Italy

### **Bachelors of Computer Application**

**SRM University** [ 01/06/2017 – 01/05/2020 ]

## **DIGITAL SKILLS**

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Figma & Adobe XD / Rhino / UI/UX Design / UX Research / Fusion 360 / Unity / Jira / Confluence / Interaction Design / Arduino / Photoshop / User Experience (UX) Design / User Interface (UI) Design / Wireframing / Prototyping / User Research / Information Architecture / Visual Design / Responsive Web Design / Graphic Design / Adobe Creative Suite / Sketch / InVision / HTML / CSS / javascript / Adobe (Adobe Photoshop, Adobe Illustrator, Adobe / Usability Testing / Typography / Branding and Identity / Agile Methodologies / Native Mobile UI Design / User Journey / Product Design / Rendering Software / CAD / 3D Printing / 3D Visualization / Rendering and Texturing / 3D Modeling / RHINO 3D / Creative-Problem Solving / Communication and Presentation / Team collaboration / Prototyping and Model Making / Design-thinking / WEB: Web Designer, Web Developer

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