



Akash Kumar Singh

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M.Des

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EDUCATION

Degree/Certificate	Institute/Board	CGPA/Percentage	Year
M.Des	Indian Institute of Technology, Guwahati	9.02 (Current)	2023-Present
B.Tech (IT)	National Institute of Technology, Raipur	8.31	2015-19
Senior Secondary	O. P. Jindal School, Raigarh (CBSE)	90.20%	2014
Secondary	Carmel Convent Sr. Sec. School, Raigarh (ICSE)	84%	2012

EXPERIENCE

- Stackbox** May 2024 - Jul. 2024
UX/UI Design Intern Bengaluru
HawkEye Camera Surveillance
 - Designed and developed Camera Surveillance feature for HUL as part of Samadhan Project to help with quantity mismatch issues.
 - Created wireframes, user journey flows, and high-fidelity screens, then implemented them using react.
- Stackbox** July 2022 - July 2023
Frontend Developer Bengaluru
Warehouse Management System (WMS)
 - Developed intuitive workflows to optimize and digitize warehouse operations across Southeast Asia.
 - Cockpit: Provided real-time data for inbound, outbound, and return sessions, allowing for easy file uploads for session creation.
 - User Management: Managed roles for various users (client admin, supervisors, etc.) with customizable task privileges, leveraging local storage for efficient caching.
 - Work Order Management: Managed work orders with a dashboard displaying session statuses by task type.
 - Inventory Management: Monitored goods based on quality (good, damaged, expired) and handling units (pallets, cases, eaches, bins etc.) .**Yard Management System (YMS)**
 - Implemented a yard management system to track vehicles for various processes, improving truck turnaround time.
 - Developed modules for automatic dock and parking allocation, warehouse mapping, and pick path optimization to streamline gating and docking operations.
- Capgemini** Aug 2019 - Mar 2021
Senior Analyst/ Software Developer Mumbai
 - Managed applications for Ahold Delhaize's Retail team, supporting daily operations.
 - Developed code with unit testing and integration testing providing support during functional testing.
 - Handled incidents on day to day basis alongside monitoring daily jobs and operations.

PROJECTS

- ToGather - meeting friends made easy | UX/UI Case Study** Sept 2024 - Ongoing
 - Designed an interface to make it easier for friends to plan weekend outings, dinners, and social events.
 - The solution aims to reduce the time and effort spent on deciding where to go by offering curated suggestions based on preferences and location.
 - Led user surveys, interviews, and competitive analysis to uncover key user needs and challenges. Developed user personas and journey maps, and translated insights into wireframes and high-fidelity designs.
 - Implemented nudges and real-time alerts to remind users of pending plans, RSVP deadlines, and last-minute changes, ensuring seamless coordination and improved engagement. [Link](#)
- Kanimuni Game Design Workshop, IIT Guwahati | Website Design & Dev** Oct 2023
 - Designed desktop and mobile-friendly UI screens for the website and developed the same using React.
 - The workshop aimed at creating games for school children that promote gamification of education, making the learning of concepts fun.
 - The website is live at event.iitg.ac.in/kanimuni/
 - Workshop was held at Department of Design (DoD), IIT Guwahati from Dec 8 - Dec 17, 2023. [Link](#)

- **KoolPhool - Enhancing Flower Preservation & Display | UX Case Study** Aug 2023 - Oct 2023
 – Design intervention to improve the experience of flower vendors in the context of Indian flower market with a focus on preservation and presentation of cut flowers and garlands.
 – Conducted user surveys, interviews, competitive analysis to identify user needs and pain points, developed user journeys and personas.
 – Performed a MoSCoW analysis and ideated to create a prototype. [Link](#)
- **Minature Terrarium Essentials | Brand Identity and Packaging Design** Feb 2024 - Mar 2024
 – Developed a comprehensive brand identity for Minature Terrarium Store, including mission, vision, target audience, logo, typography, visual language, packaging design, and marketing materials [Link](#)

TECHNICAL SKILLS

- **Design Skills:** User Research, User Journey & Persona Creation, Information Architecture, Prototyping, Interaction Design, Design Management, Visual Design, Design Thinking, Survey Design, HCI, Story-boarding, User Scenarios, Data Analysis, Journey Mapping, Low & High Fidelity Wire-framing, Usability Testing
- **Technologies & Languages:** Javascript, Typescript, Python, C#, Tailwind, material UI, react-query, HTML/CSS, Bootstrap, Azure, MySQL, Oracle, Microsoft SQL Server, Node.js, CNN, Git.
- **Frameworks:** React, Angular*, .Net
- **Softwares:** Figma, Krita, Tableau*, Unity*, Adobe Animate, Adobe Illustrator, Fusion 360 * *Elementary proficiency*

KEY COURSES TAKEN

- **Microsoft Certified:** Azure Fundamentals Microsoft [Link](#)
- **Responsive Web Design:** freeCodeCamp [Link](#)
- **Python for Data Science and AI by IBM:** Coursera [Link](#)
- **Agile Software Development by University of Minnesota:** Coursera [Link](#)

POSITIONS OF RESPONSIBILITY

- **Creative Head Coordinator,** Codeutsava 3.0 Hackathon, NIT Raipur Mar 2018 - Feb 2019

ACHIEVEMENTS

- **NID,** AIR 2 in Ceramic and Glass Design 2023
- **Smart India Hackathon(SIH),** finalist Kochi. 2019
- **CBSE Board subject topper,** in Informatics Practices(IP), ranked in the top 0.1 percentile. 2014

EXTRACURRICULARS

- **Guwahati Half Marathon, Bengaluru Marathon, Cross Country Runs IITG,** and various marathons. 2022-24
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