

Bhuvaneesh Srivastava

portfolio: bhuvansrivastava.com

email: bhuvaneeshsrivastava@gmail.com

+1-332-248-3382

Interaction & Experience Designer | Creative Technologist

New York, USA

BIO: With an interdisciplinary background in both design and technology, I have 5+ years' experience in Interaction Design & Visual Communication, and have collaborated with leading design institutions

EXPERIENCE

Cognizant Technology Solutions | Data Visualisation Designer

Mumbai, Jun 2016 – Dec 2020

- Bank of America**
 - Designed visually comprehensive Data Visualizations for Business Intelligence Reporting
 - UI/UX:** Designed intuitive & interactive Data Analysis Dashboards for client BI analysts
 - Implemented complex SQL Stored Procedures, Triggers, Tables in Oracle/MSSQL to migrate data into BI dashboards. Executed DAX operations & Data ETL to meet client's BI needs
- MetLife**
 - Designed employee portal interfaces and Data Visualization Dashboards based on user testing
 - As On-Site consultant, worked on SQL queries and Stored Procedures to maintain data flow from DB servers to employee dashboards for visualization and BI analysis

National Gallery of Denmark (SMK) | Interaction Designer

Copenhagen, Mar 2023

- Implemented playful interactions for the national museum, successfully increasing public engagement & accessibility
- Designed rapid prototypes and user tests to install live interactions towards museum's goal of democratising art

The Making Centre, Parsons School of Design | Student Technician

New York, Sep 2022 – Jun 2023

- Assisted Parsons students with design projects in material fabrication and sensor-based physical computing
- Professionally operated Vinyl & 3D printers, Laser Cutters, CNC & Milling machines and Wood shop machines

EDUCATION

Parsons School of Design, New York 2021-2023

Master of Fine Arts in Design and Technology

Shiv Nadar University, Delhi NCR 2012-2016

Major: Bachelor of Technology | **Minor:** Communication

Aalto University, Helsinki, Finland Aug'2022

Summer Program in Circular Economies and Co-Design

- Collaborated with 5 leading global academic institutions
- Awarded 100% grant by the EU

SKILLS

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| User Experience | • Market Research, User Interviews, Usability Testing, Heuristic Evaluation, User Personas, Journey Mapping, Empathy Mapping, User Flows, Wireframes, Prototyping, UI Design |
| Graphic Design | • Figma, Adobe Creative Suite, Photoshop, Illustrator, TouchDesigner |
| Data Visualisation | • Power BI, Power Query, ANSI SQL, DAX, Data ETL (Informatica), Snowflake DB |
| Game Design & 3D | • Unity Game Engine, C#, Cinema 4D, Rhino, AR/VR |
| Creative Coding | • p5.js, JavaScript, HTML/CSS, Arduino, Raspberry pi, C#, .NET |
| Fabrication & Printing | • 3D printing, Laser Cutting, CNC Milling, Woodshop, Risograph, Letterpress, Screen Printing |

ACHIEVEMENTS

- Solely developed and launched *Life's Levers*, an acclaimed 3D FPV game, as part of my thesis
- MetLife– *Bournville Award*: "having consistently high quality of work, maximum issues identified and resolved"
- Awarded 100% scholarship for Bachelor's degree at Shiv Nadar University