

BIO: With an interdisciplinary background in both design and technology, I have 5+ years’ experience in Data Engineering, UI/UX Design & Graphic Design, and have collaborated with leading design institutions globally

EXPERIENCE

Bright Mind Enrichment & Schooling | Product Designer New York, Oct’23 – Present

- Designed and developed 2 websites for BME with intuitive usability & accessibility to the platforms
- Helped create a consistent & seamless brand identity system to implement across all org. websites/apps
- Launched the websites on WordPress, implementing the HTML/CSS code and web-interactivity
- Conducted user-tests; presented Usability Heuristics based UI design recommendations to the founder & Board

Cognizant Technology Solutions | Programmer - Data Visualization 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 & UI 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

- User Experience
UI/UX

- 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, Tableau, 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

-  **Microsoft Certified: Data Visualization & Analyst Associate** [View](#) |  **Tableau Certified: Tableau Specialist** [View](#)
- Solely developed and launched *Life’s Levers*, an acclaimed a 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