

Devang Kantharia

Date: 28-01-2022

New Media Designer and Interaction Developer



PERSONAL SUMMARY

An Aspiring Pragmatist with a passion for Design and Technology. I hold a good experience of creating logical and innovative solutions to resolve complex problems. I focus on strategizing plans required for creative elements of business, products and projects.

I believe, with great observation comes great design and great observation comes with free and open mind. Pursuing studies from National Institute of Design, I was taught by various field expertise, which helped me to establish the implication of theories into the practical world.

During my work tenure, I had experience in designing physical interactive installations, events, simulations, AR/VR experiences, motion graphics, prototyping and concept development using different media, which were designed by conducting various research methodologies, understanding client's requirements and targeted user study.

PERSONAL SUMMARY

Email

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Mobile

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Address

Ahmedabad, Gujarat, India

Website Portfolio

devangkantharia.github.io

EMPLOYMENT DETAILS

Xenium Digital Pvt. Ltd. - Mumbai, India
Creative Strategist

January 2019 – Current

Studio IF - Ahmedabad, India
Senior Interactive Developer

January 2018 – January 2019

Tata Consultancy Services - Gandhinagar, India
Business Process Lead (UI/UX Developer)

January 2015 – July 2016

TabsBi (TabsFM) - Vadodara, India
UI/UX Developer

January 2014 – January 2015

Investis Corp. Ltd. - Vadodara, India
Web Producer (UI Developer)

August 2011 – January 2014

DESIGN & DEV SKILLS

Ideation & Functional Prototyping

Creative Coding

Real-time Motion Graphics

Information Architecture

Concept Designing

Ethnography

Wireframing

Story Boarding

Tools Workshop Skills

ACADEMIC QUALIFICATIONS

National Institute of Design
Master of Design in New Media

2016 – 2020

Gujarat University
Bachelors in Computer Engineering

2008 – 2011

Technical Examination Board
Diploma in Computer Engineering

2005 – 2008

TEACHING / WORKSHOP EXPERIENCE

The Design Village - 2nd Year Design Students
Creative Coding using Processing

August 2021 – September 2021

CEPT University - 2nd Year Urban Design Students
Creating Abstract Design using Blender

April 2021 – May 2021

CEPT University - 2nd Year Architecture Students
2D Animation and Composition

January 2020 (2 days workshop)

TECHNICAL SKILLS

Game/App Programming

Unity, Three.js

Electronics/Physical Computing

Arduino, Raspberry Pi

Creative Tools

Processing, P5.js, Three.js

OpenFrameworks,

TouchDesigner, Notch VFX

Hardware Tools used in Creative Solutions

Kinect 360, Kinect One, Leap Motion, Intel Realsense F200, Arduino Uno/Mega, DMX controller, RaspberryPi 3/4, DMX, OptiTuio Hokuyo UST 10 LX Sensor, HTC Vive, Oculus Quest 2

3D Designing

Blender, SolidWorks, SketchUp

2D Designing

Adobe Creative Suite –

Photoshop, Illustrator, After Effects, Premiere

HTML/CSS/JavaScript

HTML5, CSS3, SASS, Native JavaScript, jQuery, ReactJS, React-Three-Fiber

UI/Wireframing/Prototyping

Balsamiq, Adobe XD, Figma

JOB DESCRIPTIONS

Xenium Digital Pvt. Ltd. - Mumbai (India)

Creative Strategist (Creative Designer)

January 2019 – Current

Key responsibility for creating Concepts based New Media Technologies & creating POCs

- Concept designing, Market Research, Analysis, Reporting and Documentation
- Interact with clients, proposing ideas based on the client's requirements, creating R&D prototypes and execute the idea with a team on site
- Creating user centric physical/digital interactive simulations
- Functional Prototype development and testing the functionality of the end product
- Redesign Interface with efficient User Experience Journey
- Leading a team of Research and Development

Studio IF - Ahmedabad (India)

Senior Interactive Developer

January 2018 – January 2019

Key responsibility for creating concepts with New Media Designs and creating prototypes.

- Requirement gathering, concept building and prototype development
- Creating user centric simulations and training
- Projects includes technology like IoT, VR, Machine Learning, Creative Coding, Projection Mapping, etc.
- Using industry standard graphics and multimedia software packages
- Developing UI, writing codes and testing the functionality of the end product

Tata Consultancy Services (TCS) - Gandhinagar (India)

Business Process Lead (UI/UX Developer)

January 2015 – July 2016

Key responsibility for product designing and integrate UX into Agile development practices.

- Applying interactive and visual design principles on web applications
- Elicit constructive feedback & capable of interpreting it into design solutions
- Perform field research to discover and implement important design details
- Managing projects using Agile/Scrum methodology.
- Hybrid Mobile Application, WebGL CMS, JavaScript Based Interactive Game, Mobile Game based on Unity, Local Database as well as Server Database

TabsBi (TabsFM) - Vadodara (India)

UI/UX Designer

January 2014 – January 2015

Key responsibility for redesigning the core product developed, with suitable web standards.

- Redesigning of MVC dashboard using HTML5, CSS3 and Bootstrap 3
- Developing websites in Wordpress with custom theme integration and optimizing off the shelf website in Telerik Sitefinity
- Handling the team for development of responsive websites and providing technical guidance and resources required from the clients

Investis Corp. Ltd. - Vadodara (India)

Web Producer (UI Developer)

August 2011- January 2014

Responsible for working on a range of projects, designing appealing websites and interacting on a daily basis with graphic designers, back-end developers and marketers.

- Developing and maintaining the front-end functionality of websites, mobile Apps
- Writing cross-browser compliant and creating responsive websites and devising SEO strategies and providing technical support to end users.