FORUM GALA

UX Designer
www.forumgala.com

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Design Skills

- Affinity Mapping
- Brainstorming
- Interaction Design
- Physical Prototyping
- Prototyping
- Sketching User Personas
- Storyboarding
- User Personas
- Wireframing

Research Skills

- Card Sorting
- Competitive Analysis
- Contextual Inquiry
- Observations
- Qualitative Analysis
- Quantitative Analysis
- Surveys
- Usability Testing
- User Flows
- User Interviews
- Walkthroughs

Design Tools

- Adobe Illustrator
- Adobe XD
- Axure
- Balsamiq
- Figma
- Inkscape
- Invision
- Sketch

Development Skills

- HTLM5
- CSS
- JavaScript
- JQuery
- Bootstrap

Education

Master of Science - Information Technology (Human Centered Design)
University of North Carolina, Charlotte, USA   Dec 2019

Bachelor of Engineering - Information Technology
University of Pune, India   June 2016

Projects

UX Researcher / UI Designer | TrailScout   Aug 2018 - Dec 2019

- Analysing needs of amateur hikers using user interviews, user personas and card sorting
- Researching on a trail scout application and drone for recreational hikers
- Leading the design of a mobile application of a cross-functional team

UX Researcher / UI Designer | UNCC Transient   Aug 2018 - Dec 2019

- Discovering people's pain of waiting at the bus stops through semi-structured interviews
- Providing discovery deliverables using story maps and personas
- Designing dashboard interface prototype for UNC Charlotte bus systems

UX Designer | ScanLab   Aug 2018 - Dec 2019

- Analysing student's burden of juggling between multiple applications and devices to scan and upload documents
- Designing a mobile application prototype to scan documents and collaborate on the go

UX Designer / UI Developer | Pixel Films   Aug 2018 - Dec 2019

- Designing wireframes for a movie swapping system
- Developing a fully functional website using HTML5/CSS, NodeJS

UX Designer | Cards Against Humanity   Aug 2018 - Dec 2019

- Empathising and helping friends connect virtually sitting in the comfort of their homes
- Designing an online game prototype for the original card game Cards against Humanity through paper prototypes digital wireframes
- Conducting usability tests on the prototype using Wizard of Oz study and improving the prototype based on user's feedbacks

Work Experience

Software Engineer | Persistent Systems   Jan 2017 - May 2018

- Worked with cross-functional teams to improve the UX of an online speaker bureau portal
- Developed web pages in close collaboration with the UX team
- Enhanced the email notification system of the portal