

# FORUM GALA

## UX Designer

www.forumgala.com

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in : linkedin.com/in/forumgala

## 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 Tests, User Flows,  
User Interviews, Walkthroughs

## Design Tools

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

## Development Skills

HTML5, CSS, JavaScript,  
jQuery, Bootstrap

## Certificates

### Design Thinking : A Beginner's Guide

Interaction Design Foundation

Aug 2016

### UI Design Patterns for Successful Software

Interaction Design Foundation

Sept 2016

### User Research - Methods and Best Practices

Interaction Design Foundation

Oct 2016

## 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 / 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

### 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

## 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