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, Quantitive Analysis, Surveys, Usability Tests, User Flows, User Interviews, Walkthroughs

Design Tools

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

Development Skills

HTLM5, 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 / UX Designer | Bank of America Lite   Oct 2019 - Nov 2019
- Ideating on a solution that would make using the app more convenient
- Researching on the pain points of the original application through Google form surveys and user interviews
- Designing a Lite application using initial paper sketches and prototyping

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

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