

Prathamesh Ghate

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EDUCATION

New Jersey Institute of Technology, Newark, NJ

Master of Science, Computer Science

Sep. 2021 – May. 2023 (expected)

Coursework: Software Architecture, Operating System Design, Data Management Systems Design, Data Structures & Algorithms

University of Mumbai, Mumbai, India

Bachelor of Engineering, Computer Engineering

Aug. 2016 – Oct. 2020

Coursework: Human-Machine Interaction, Software Engineering, Computer Graphics, Information Systems, Algorithms

EXPERIENCE

New Jersey Institute of Technology, Newark, NJ

User Interface/Experience Application Designer & Researcher

Dec. 2021 – Present

- The project allows users to make real-time geospatial exploration and research on mobile devices and explore archival materials in real-time in virtual reality (VR).
- Responsible for understanding user behavior, creating a persona, user flow, prototyping, user testing, mockups, intuitive and engaging UI/UX design for cross-platform applications and Microsoft HoloLens.
- Conducted research on users, including students, locals, and professors, to understand the user requirements.
- Worked with a team of two engineers in a collaborative team environment to deliver high-quality design solutions and document, manage, and present design solutions to stakeholders.

Rameshwar Enterprises, Mumbai, India

Junior Software Engineer

Oct. 2020 – Aug. 2021

- Responsible for creating and maintaining the design of prototypes; used agile development method to conduct service requirements with sales, service, and support team to ensure product delivery.

SKILLS

Creative: Design Thinking, Interaction Design, User Flow, Wireframing, Prototyping, Persona, Style Guide, Mock-ups.

Tools: Figma, Adobe XD, Sketch, Invision, Photoshop, Illustrator, Miro, Balsamiq, Proto, Git, JIRA, Trello, VSCode.

Research: User Research, Usability Testing, Accessibility, Interview, Survey, User Testing.

Libraries & Framework: Bootstrap, React.js, Node.js, AJAX, REST API, jQuery.

Programming Languages: HTML5, CSS3 / SASS, JavaScript (ES6), SQL.

ACADEMIC PROJECTS

JustEatIt – Food Ordering System

Role: User Survey, Interview, User Flow, Wireframing, Prototyping, User Testing, Style Guide, Mockups

- Responsible for defining the problem, user behavior and requirements, user flow, wireframing, and user testing.
- Conducted 10 in-person user interviews to get insights into the problem.
- Created style guide and use cases and conducted user research of over 100 customers to assist in developing product scenarios.
- Leveraged various prototyping and collaborating tools to solve complex concepts.
- Worked on building user-centered, beautiful, thoughtful user interface elements and experiences.
- The output led to 95% consumer satisfaction and 98% of restaurant management services accepting the proposed solution.

IntelliLib – Library Management System

Role: UX design, Interview, Site Map, Style Guide, User Flow, Wireframing, Prototyping, Front-end, Accessibility

- Collaborated with a small team of student engineers to build a modern and user-centered college library web-based solution.
- Communicated and collaborated with multi-disciplinary teams of engineers, project leads, and stakeholders daily to plan and effectively deliver a coherent user experience.
- Architected user flow and wireframing. Organized and managed surveys of more than 200 users and 15 user interviews.
- The solution was accepted by 100% of survey participants and college staff.

247 – Drug Management System

Role: UX design, User Interface, User Journey, Interview, Prototyping, Usability Testing, Front-end

- Proposed and implemented user interface updates on current systems using prototypes, conceptual diagrams, and wireframes. Performed brainstorming, brain dumping, and sketching.
- Interfaced with project guide every week for design review and presentation.
- Implemented the front-end, which lets users log in and keep track of items.
- Tested sites on a mobile, tablet, and web-based screens for delivering better usability.

CERTIFICATIONS

Human-Computer Interaction, Interaction Design Foundation

User Experience Designer, Interaction Design Foundation

User Research, Interaction Design Foundation