

# Prathamesh Ghate

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## EDUCATION

### New Jersey Institute of Technology, Newark, NJ

Master of Science, Computer Science

GPA: 3.50 / 4.00

Sep. 2021 – May. 2023 (expected)

Coursework: Operating System Design, Data Management Systems Design, Organizational Behavior

### University of Mumbai, Mumbai, India

Bachelor of Engineering, Computer Engineering

Aug. 2016 – Oct. 2020

Coursework: Algorithms, Software Engineering, Data Structures, Operating Systems, Human-Machine Interaction

## EXPERIENCE

### New Jersey Institute of Technology, Newark, NJ

User Interface/Experience Application Designer for Digital Archive of Newark Architecture (DANA)

Dec. 2021 – Present

- 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 for allowing users to make real-time geospatial exploration and research on mobile devices and explore archival materials in real-time in virtual reality (VR).
- Worked with a team of two developers in a collaborative team environment to deliver high-quality design solutions, document, manage, and present design solutions to stakeholders.
- Conducted research of users which includes students, locals, and professors to understand the user requirements.

### Rameshwar Enterprises, Mumbai, India

Junior Software Engineer

Oct. 2020 – Aug. 2021

- NodeJS & Express for RESTful API design and implementation.
- Responsible for creating and maintaining the design of prototypes; used agile development method to conduct service requirement with sales, service, and support team to ensure product delivery.

## SKILLS

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

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

**Tools:** Figma, Adobe XD, Sketch, Photoshop, Illustrator, Miro, Balsamiq, Proto, Git, Gulp, Webpack, JIRA, VSCode.

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

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

## 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.
- Worked on building user-centered, beautiful, thoughtful user interface elements and experiences.
- Created style guide, 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.
- Conducted 10 in-person user interviews to get insights into the problem.
- The output led to 95% of consumer satisfaction and 98% of restaurant management services accepted 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.
- Architected user flow and wireframing. Organized and managed surveys of more than 200 users and 15 user interviews.
- Communicate and collaborate with multi-disciplinary teams of engineers, project lead, and stakeholders daily to plan and effectively deliver a coherent user experience and 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

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

## CERTIFICATIONS

**Human-Computer Interaction, Interaction Design Foundation**

**User Experience Management, Interaction Design Foundation**

**User Interface (UI) Design Patterns for Successful Software, Interaction Design Foundation**

**User Research, Interaction Design Foundation**