Har Suyash Bahadur Sinha

Product Designer at Postman
Bachelor of Design from IDC, IIT Bombay

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Industry Experience

Product designer at Postman (API platform) · July 2021-present

Worked on testing and debugging experience for developers from defining the problem, laying out user flows to creating refined UI.

Optimised the UX for discovery and navigation to help users debug faster. Reduced number of trial runs to debug by ~25%

Accessible improvements to highlight errors in variables that reduced failed tasks due to such errors by ~30%

Triaged and resolved a number of critical user asks and UI/UX issues working closely with other designers and developers.

Intern at Center for Social Emotional Learning · June 2020

Created a safe space for 8-10 year old children to help express emotions in a healthy way, using principles of game design.

Tested low fidelity prototypes, multiple times with 5+ users, and made improvements based on the feedback.

Worked closely in a team of 4 people from different fields to complete the process from user study to proposal in 3 weeks.

Mentorship under a Google AR Designer · Apr-May 2020

Explored interaction design in Augmented Reality with handheld devices under an experienced industry professional.

Suggested solutions for 3 key usability problems in AR: placing large scale objects, realization text and clicking affordance.

Developed a working Unity prototype and tested with emergent AR users selected through convenience sampling.

Key Portfolio Projects

Cognitive engagement in online learning

Designed and tested an interactive teaching model to encourage learning rather than performance centred class participation.

PaperPotli- AR+craft experience for gender awareness

Designed a craft experience to show nobody is 100% masculine or feminine and dilute gender stereotypes through tangible play.

POUR- Assistive device to help visually impaired

Created a novel product with tangible feedbacks to help visually impaired users safely pour and measure hot liquids.

Skills

Expertise with UI and prototyping tools like Figma, Whimsical, along with image creation tools like Photoshop and Illustrator.

Experienced in problem solving processed like Contextual inquiry, surveys, affinity mapping, journey mapping, usability testing.

Visit My Portfolio

https://harsuyash.github.io/