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ISHAAN KANSAL
PRODUCT DESIGNER

EDUCATION

UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN

BS in Computer Science (Dec. 2017)

Major GPA - 3.7

Emphasis in Human Computer Interaction

ONLINE COURSES AND MOOCs

Coursera

Human Computer Interaction Specialization *by Scott Klemmer*

SKILLS

SPECIALTIES

Mobile Interface Design | Website Design
Wireframing | Prototyping | User Research
Information Architecture | Wearable UX

TOOLS

Photoshop | Illustrator | Indesign
After Effects | Sketch | Axure RP | Framer.js
Omnigraffle

DEVELOPMENT

HTML5 | CSS3 | JavaScript | Bootstrap
C++ | MySQL | Java

INVOLVEMENT

ACM REFLECTIONS | PROJECTIONS FAIR 2016

Organizer - Design Team

ILLINOIS STARTUP BOOTCAMP

Selected for Binge

FOUNDERS ORGANIZATION ILLINOIS ENTREPRENEURS

Organized Startup Career Fair in Spring 2015

JAAGOTEENS

Conducted workshops across offices and schools to spread Cyber Safety Awareness

PROJECT ENABLE

Helped over 2000 and counting underprivileged students get premier education

EXPERIENCE

JOHN DEERE   UI/UX DESIGN INTERN
Spring 2016
Champaign, IL

» Taking broad, conceptual ideas through low/medium-fidelity iterations,and turning them into high-fidelity prototypes for cross-platform.

» Defining the workflow and main features of the app with UX team.

» Participating meetings with stakeholders and vendors, evaluating business needs and the content of digital products for millions of farmers.

GIGSTER, INC   PRODUCT DESIGNER
Fall 2015 - Present
Remote

» Designed a meal recommendation mobile application for people suffering from chronic diseases, from ideation to implementation. Built full-scale prototypes.

» Created low to high fidelity prototypes for client projects.

» Oversee the product from conception to assets creation to shipping.

FLYING SUPERINTENDENTS
PRODUCT DESIGN INTERN
Fall 2015
Champaign, IL

» Designed a cloud application for construction site workers and managers to track development progress and keep the projects and workers in check (For manager).

» Responsible for the design of Administrative Dashboard and File/Asset Manager, from the conceptual stage to iterative high fidelity designs.

» Simplified the work flow, defined interactions, and created visual elements.

BINGE   FOUNDER AND DESIGN LEAD
Summer 2015 - Present
Remote

» Overseeing designs for a News Curator Application that provides tailored news and updates on a daily basis to the users.

» Conducted market research with use cases and persona analysis.

» Collaborating with developers to ready the application for testing.

PROJECTS

ZEST

Designed the interface for a mobile app that allows users to find fun stuff to do around them. Acted as Product Manager, designer and engineer to build a clean and minimal product.

APARTMENTFINDER.COM

Designing a web application aimed towards redefining the experience of renting an apartment for college students. Conducted user research, analyzed personas and iterating through prototypes using user feedback.

IRIS

Building a product that allows users who don't own a smartphone or live in areas with zero or limited internet connectivity to be able to perform operations like Search, Weather checks, etc. using a simple text message.

SCHEDULER

Designed and built a web application that allows college students to easily create an optimized schedule based on their needs. Used HTML, CSS, JS and Twitter Bootstrap to design the interface for the application.