DEVEN SHARMA

UX DESIGNER

EXPERTISE

GRAPHIC DESIGN

Photoshop

Illustrator

InDesign

Premiere Pro

After Effects

Cinema4D
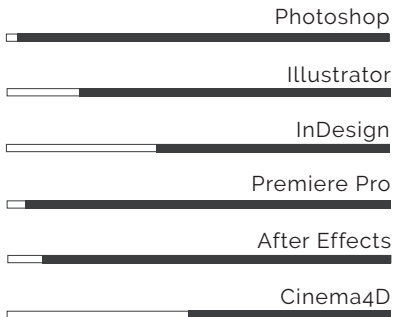
PROGRAMMING/CODING

HTML

CSS

Javascript
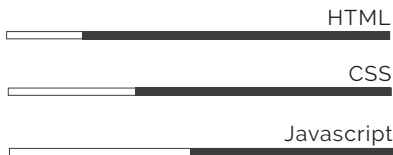
WIREFRAMING/PROTOTYPING

Balsamiq

Adobe XD

Axure

EDUCATION

BSC IN ENVIRONMENTAL SCIENCE

University of Toronto, 2012
Major: Climatology
Major: Computer Science
Minor: English Literature

CONTACT

Portfolio: jdeven.github.io/portfolio
Email: deven.sharma@gmail.com
Phone: + (416) 200-4467

EXPERIENCE

INNOSPHERE SDG LTD. | FROM JULY 2017 - CURRENT
UX Designer

- Lead the creation of consistent experiences across products and platforms through user-centered design processes, including competitor analysis, heuristic evaluations, personas, sitemaps, process flows, wireframes, mock-ups and interactive prototypes.
- Worked closely with product owners, business partners, developers, and data architects to understand business and functional requirements, as well as technical considerations.
- Coordinated design walkthroughs, feedback sessions and usability testing to validate proposed design solutions with stakeholders and end users.
- Ensured consistency across digital experiences and contributed in expanding our library of components, interaction models and style guide.

PROXY PROJECT | FROM MAR 2017 - MAY 2017
Business Analyst, UX Designer

- Managed the development of the Kia CPO website by addressing all client database needs and providing clear and concise graphical web data.
- Designed the "Lilypad" mobile insurance application using InVision, Sketch and Principle.

CYC Labs | FROM JAN 2017 - MAR 2017
Business Analyst, UX Designer

- Optimized the Kia Fleet website for desktop, tablet and mobile implementations using Sketch, Avocode and GitLab Repository Manager.
- Worked closely with the Creative Lead to ensure all usability and experiential goals are achieved while yielding a visual design that's harmonious with the product's style.

Panorama TV | FROM JUN 2012 - DEC 2016
Senior Producer, UX Designer

- Produced, directed and edited the Brain Health series in collaboration with the University of Toronto and Sunnybrook Health Sciences Centre.
- Created storyboards, wireframes and prototypes to communicate design concepts to a broad range of colleagues, customers and end users.
- Worked with the Engineering team to export and integrate engine-ready assets and ensuring the artistic vision is maintained.
- Lead the creative and UX strategy, working with engineering, product and customer service teams.
- Managed as interface design point person, including taking ownership of specific project deadlines and deliverables.