PAPPU KAR

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EDUCATION

GEORGIA STATE UNIVERSITY   Atlanta, GA
Bachelor of Arts   Expected May 2023

  Major in Game Design
  Relevant Coursework: Writing and Previsualization for Games, Game Design II, Digital Photography, Two-Dimensional Design, Social Media Entertainment Industry, Media Entrepreneurship

GEORGIA PERIMETER COLLEGE   Dunwoody, GA
Associate of Science   Aug 2017 - May 2020

  Major in Computer Science
  Relevant Coursework: Data Structures, System-Level Programming, Computer Organization

SKILLS

Technical Skills: Figma, Adobe Creative Cloud (Adobe XD, Photoshop, Bridge), Wireframing and Prototyping, User Interface, Usability Testing, UX Research, User Journeys, Responsive Web Design, User Empathy, Design Thinking, Microsoft Office Suite, SQL, HTML, CSS, User Flow Diagrams

Languages: Fluent in Bengali, English; Conversational Proficiency in Hindi

Certifications & Training: Google UX Design Professional Certificate (in progress)

EXPERIENCE

SHADOW   Jan 2022 – Apr 2022

- Engaged in the initial prototyping process by conducting independent research on established case studies and drawing observations
- Established storyboards to brainstorm ideas and created a timeline to organize project objectives
- Designed prototypes in iterations using Figma to reflect continuous updates
- Built mockups and high-fidelity prototypes after integrating research insights with designs, translate mockups into reusable components within a Figma design system
- Implemented different visual elements to capture defined project ideas and overall goals
- Designed, built, and tested interactive prototype to iterate and evolve design concepts of the project
- Gathered user data through methods such as analytics reporting, task analysis and participatory design techniques and utilized that data to drive design decisions
- Monitored and conducted usability tests on designs to test user interfaces

EXPERTISE AND QUALIFICATIONS

- Experienced with application wireframing, high fidelity mockups, and generating icons
- Proficient in creating interaction maps, flowcharts, spec documents to communicate designs and product requirements
- Efficient in implementing design processes to elicit requirements and generating user stories, user flows and wireframes to produce mockups for development and testing
- Completed actionable and intuitive design flows by developing a sitemap and high-fidelity wireframes
- Competent in conducting and analyzing user research, including usability studies, user interviews and survey
- Led projects through an end-to-end design process research, information architecture, interaction design, launch and testing
- Maintained an awareness of current usability and user-centered design best practices, consult with users, architects, project leaders and management to resolve problems and suggest alternatives
- Knowledgeable in facilitating, simplifying, and turning complex information into intuitive graphics, charts, graphs, and other forms of visual representation
- Persuaded customers to create an intuitive user interface that are cutting edge and easy to use