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

EXPERIENCE

SHADOW (Personal Project)   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 applications for wireframing, high fidelity mockups and generating icons
- Produced detailed wireframes, interaction maps, flowcharts, spec documents to communicate designs and product requirements
- Developed and implement a design process to elicited requirements, made 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
- Conducted and analyzed 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
- Facilitated in 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

ADDITIONAL

Technical Skills: Figma, Adobe Creative Cloud (XD, Photoshop, Bridge), Wireframing and Prototyping, User Interface, User Testing, UX Research, Computer Software, Responsive Web Design, User Empathy, Microsoft Office, Written and Verbal Communications

Languages: Fluent in Bengali, English; Conversational Proficiency in Hindi
Certifications & Training: Google UX Design Professional Certificate