

# PAPPU KAR

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## EDUCATION

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### GEORGIA STATE UNIVERSITY

Bachelor of Arts

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

Atlanta, GA

Expected May 2023

### GEORGIA PERIMETER COLLEGE

Bachelor of Science

Major in Computer Science

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

Dunwoody, GA

Aug 2017 - May 2020

## EXPERIENCE

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### 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

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- 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

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**Technical Skills:** Figma, Adobe XD, Wireframing and Prototyping, User Interface, User Testing, UX Research, Interaction Design, Responsive Web Design, User Empathy, Visual Communication,

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

**Certifications & Training:** Google UX Design Professional Certificate