KUNAL D. PATEL

*UX Designer + Technologist
living in Brooklyn, NY*

iwonderhow@kunal.is
516.242.8040

Hi, First name . I'm Kunal, a UX Designer + Technologist.

I started my career designing physical spaces for few people, but soon realized I had more fun creating digital experiences for many more. Architecture taught me to balance design with the realities of construction, and this emphasis on craft is now essential to my UX philosophy. Switching between high-level strategy and technical execution was invaluable in my previous role as an Experience Lead at Huge.

What follows is the story of how I've come to acquire my unique skillset over the last 11 years. If you like what you read, I would love to chat about how I can help you.

2002 – 2006

BACHELOR, ARCHITECTURE
Carnegie Mellon University
Dean's List: Fall 04, Spring 05

I thought I was going to be an architect.

Turns out I was wrong, but along the way I learned how to observe and empathize with users, think conceptually, rapidly iterate ideas, juggle requirements with design, present and defend my work, and stay awake for inhuman amounts of time. In hindsight, I can't think of much better training for UX Designers to go through (minus the physical and mental scars).

2006 – 2007

FREELANCE UI DESIGNER & DEVELOPER
ArcVertuel, Pittsburgh, PA

But an interactive side-project planted a seed of doubt,

My interest in Flash turned into an after-class job as a UI Designer & Developer for *Calakmul: La Adventura*. A gift for the Papalote Children's Museum, *Calakmul* was an interactive educational experience about Mayan culture, utilizing 3d environments, 2d characters, and multilingual audio & text.

2007 – 2008

JUNIOR ARCHITECT
Kinlin Rutherfurd Architects PLLC
New York, NY

and after 1.5 years as a Jr. Architect, it was time to say goodbye.

Within a year at Kinlin Rutherfurd Architects, I was helping manage the interior design & construction of *610 West 110th St*, a 15-story pre-war condominium. Seeing apartments come to life was satisfying, but not as rewarding as launching *Calakmul*. I needed to see if my fledgling digital skills could lead me to a more fulfilling creative career.

2008 – 2010

MFA, DESIGN + TECHNOLOGY
Parsons The New School for Design
Graduated with Honors

So I returned to school to study Design + Technology.

During my 2 years in the MFA D+T program, I soaked up as much as I could: Interaction Design, Web Development, Game Design, and Data Visualization. My thesis, *Not For Bots*, was a collection of subversive online products that challenged machine-centric design thinking.

2009

TEACHING FELLOW/ASSISTANT
MFA D+T Bootcamp
Creativity & Computation Lab

Parsons also opened my eyes to how rewarding teaching could be; I taught Processing & PHP to graduate students, Game Design to 5th-graders, and helped run a Humanitarian Design Studio during a study-abroad trip to China.

2010 – 2013

EXPERIENCE LEAD
Huge, Brooklyn, NY
Selected Clients:
　Four Seasons
　Pizza Hut
　American Student Assistance

For 3.5 years I sharpened my UX skills at Huge,

I worked my way up from Interaction Designer to Experience Lead; planning, managing, & producing our UX deliverables (wireframes, vision decks, user flows, sitemaps, testing plans, etc.) in close collaboration with other departments.

I was fortunate that the *FourSeasons.com* redesign was my first project, and the one whose execution I remain proudest of. I had the most fun working "lean" for *ASA* on a new model for financial education, and learned the most during my 2 years helping *Pizza Hut* design and iterate on a massive redesign that should launch nationally this year.

2012 –

RECENT TALKS
Badges are the Backup Quarterbacks of Game Design, Interaction 13, Toronto, ON (01/28/13)

Psychology & UX: Understanding your User (Moderator), Huge, Brooklyn, NY (8/14/13)

making time for teaching and thought leadership.

I was thrilled to help run the 2013 Huge UX School, an annual 10-week intensive for aspiring IxD's. In addition to teaching, it was my first real management exposure: reviewing applicants, mentoring junior employees, and helping make hiring decisions.

At Interaction 13, I presented a primer for how IxD's can apply game design principles to create better digital products. At Huge, I moderated a panel about Psychology in UX, and spoke on another about tips for how Agile could work for agencies.

∞

ON MY TO-DO LIST
Join a smart product team
Develop & launch my own projects
Restart *Not For Bots* as a blog

Now I'm ready to work on an amazing digital product. Is it yours?

I left Huge in October 2013 to take a creative break, work on personal projects, improve my development skills, and figure out what to do next. I'm looking to join a product team where I can work side-by-side with engineers and analysts to design, build, test, and learn. Sound like a good match? Let's find a time to chat