Naman Phadnis

Portfolio Linkedin

phadnis.naman@gmail.com

Experience

Product Designer / Cool School- Conflict Resolution Video Game, FJ Lennon

AUG 2022 - MAY 2023

Re-designed the UI of the game in line with modern gaming trends and enhanced its replayability through a playable prototype in Figma, using design sprint methods.

Sketched over 50 original game assets and created high-fidelity prototypes in collaboration with the client.

Co-designed and tested prototypes with kids' test groups, performed market research and interviewed 7 game industry veterans for research data.

Product Designer / Find My Stuff, UMD Academic Project

AUG 2022 - DEC 2022

Improved a senior participant's user experience by overcoming their personal technological barriers using high-fidelity prototypes.

Conducted interviews and participatory design sessions with the participant to co-design the wireframes.

UX Researcher / College of Information Studies, UMD

OCT 2021 - DEC 2021

Significantly improved an academic program for the University of Maryland by providing them with actionable insights through research.

Interviewed 6 undergraduate students about how they perceive themselves within the course.

Delivered affinity diagrams, an identity model, and a relationship model using the research data, which led to changes in the school's approach to promoting the program.

Skills

- UI/UX Design
- Product Design
- Prototyping
- UX Research
- Journey Maps
- Wireframing
- Visual Design
- Usability Testing
- Kids' Co-Design
- Personas

Tools

- Figma
- Miro
- Illustrator
- Photoshop

Programming

HTML, CSS, Javascript

Education

University of Maryland (UMD)/ MS in Human-Computer Interaction

AUG 2021- MAY 2023, COLLEGE PARK, MD / GPA 4.0

SRM Institute of Science and Technology / B. Tech in Computer Science & Engineering

AUG 2016 - MAY 2020, CHENNAI, INDIA / GPA 3.23

Awards & Certifications

- 1st place, UXTerps Makeathon Communicate Health Challenge 2023
- 2nd place, UXTerps Makeathon VISA Challenge 2022