Namit Kapoor
UI/UX Designer

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EXPERIENCE

Sentry Skin | Lead UX Developer   **August 2024 – Present | Atlanta, GA**

- Initiated end-to-end product design workflow in Figma and React, attracting financial partnerships through a 12% boost in user engagement within two weeks.
- Collaborated with Product Managers, Data Scientists, and Engineers to align workflows with diverse business stakeholders' objectives and deliver innovative solutions in skincare.
- Advocated for focused QA processes and optimized frontend workflows using Javascript frameworks, ensuring high-quality releases and cross-platform compatibility.

Georgia Tech | UI/UX Designer   **February 2024 – May 2024 | Atlanta, GA**

- Engineered a 360° interactive video system using Unity and Blender, combining cutting-edge visual fidelity with seamless interactivity to showcase Georgia Tech's campus as a model for spatial innovation in commercial real estate marketing.
- Developed dynamic C# scripts to enable real-time animation control, scenario-based walkthroughs, and interactive 3D artifact instantiation, offering a tailored storytelling experience promoting organization's approach towards building constructions.

My Influency | UX Design Intern   **May 2023 – August 2023 | Atlanta, GA**

- Revamped the information architecture and UI design system for a fintech platform leveraging influencers as a marketing resource, improving business workflows by 28%.
- Facilitated workshops using Google Suite tools to understand financial applications of 5 businesses and communicate the responsibilities to 40 influencers.

Georgia Tech | Graduate Research Assistant   **January 2023 – May 2023 | Atlanta, GA**

- Crafted commercial real-estate visualization of Midtown Atlanta in Unity, improving asset efficiencies by 85% and supporting urban planning scenarios for real estate investments.
- Designed and tested simulations incorporating market data and game-based level-design to manage real estate investor expectations at Georgia Tech.

Arlene | 3D UX Designer   **October 2021 – July 2022 | New York City, NY**

- Designed immersive WebAR Mobile applications for Macy's increasing store traffic by 20% and driving $75k/month in revenue growth.
- Delivered production-ready UI assets and prototypes aligned with Coach, and Kate Spade's branding and R&D teams, winning awards such as WindowsWear, Lenslist, and Webby Awards.

EDUCATION

The Georgia Institute of Technology | *MS, Human Computer Interaction*   **May, 2024 | Atlanta, GA**
- First Prize in Augmented Reality Category at Georgia Tech Mixed Reality Hackathon in 2023.

Dartmouth College | *BA, Interdisciplinary Major, Digital Studies*   **June, 2021 | Hanover, NH**
- Leslie Center for Humanities Scholar and Junior Research Scholar for the years 2019 and 2020.

SKILLS

User Interface (UI) Design, User Experience Design (UX), User Flows, Product Design, Storyboards, Wireframes, Prototyping, Branding, Investments, Web Development, Information Architecture, Visual Design, Interaction Design, Mockups, Developer handoff, Accessibility, WCAG, Usability, Real Estate**;** HTML, CSS, React, Three.js, C#**;** Unity, Blender, Figma, Adobe Creative