

Nikita George

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EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY

Bachelor of Science, Computational Media (with threads in Interaction Design and Media)
Deans List (6 semesters)

Atlanta, Georgia

Graduation Date: 05/2024
GPA: 3.5

SKILLS

Design: Axure, Figma, CSS, Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe After Effects, Miro

Programming: C, HTML, JavaScript, ReactJS, AngularJS, Python, Java, MATLAB, Unity, Unreal, Aframe

Clubs: Gatech VGDev (Video game development), Gatech Design Club, 3484 Magazine Designer

Concepts: UX Design, UX Research, Web Development, App Development, Wire-framing, Prototyping, Inclusive and Accessible Design, Data Analysis, Object Oriented Programming, Data Structures and Algorithms, Game Design, Introduction to Python, Linear Algebra, Graphic Design, Agile Methodology, Computer Graphics, Data Visualisations

EXPERIENCE

CXRAGENCY

Brooklyn, New York

Immersive Design Intern

05/2023 - Current

- Creating a VR office for the Government of Sharjah- Department of eGovernment to aid productivity and creativity in remote work
- Created mockup designs of the office spaces and began the process of creating them in 3D using Blender and Maya

GEORGIA TECH RESEARCH INSTITUTE

Atlanta, Georgia

UX Design Intern

05/2023 - Current

- Developing an iOS newsfeed app for the Georgia Tech Research Institute that lets users create posts, replies, and direct messages

HOME DEPOT

Atlanta, Georgia

UX Design Intern (Merchandise Execution Team)

01/2023 - 05/2023

- Learned common problems in-store associates face using the a Home Depot app - BOLT to help save them time and better encourage them to keep the bays organized
- Through understandings from in-store visits and discussions with associates, an empathy-map workshop with other UX designers, and use of a Journey Map, I was able to pin-point some of their main issues in the app and prototype solutions

UX Design Intern (Store Tasking Team)

08/2022 - 12/2022

- Redesigned the way our associates can leave feedback on the Home Depot apps by understanding what look and feel of feedback they find more usable and how they view the feedback experience as a whole to help them provide feedback quicker and easier
- Used a UX Research survey and gathered 65 responses from associates detailing their experiences with leaving feedback on the app
- Used these findings to prototype solutions in the app

UX Design Intern (Finance Team)

05/2022 - 07/2022

- Used UX Research interviews to find risks and issues with a financial report for the 10K and 10Q reported to Wall Street
- Used Data Analysis tools to create a new live and formatted version of the report in Tableau and prototyped the new report in Axure
- Found ways to cut report load time by 50% and reduced time taken to complete the report by 31%

GEORGIA INSTITUTE OF TECHNOLOGY

Atlanta, Georgia

Teaching Assistant

01/2021 - Current

- Taught introductory Computer Science using Python to undergraduate students
- Held one-on-one tutoring sessions, designed programming questions, and helped structure the course

ACCESSCORPS VERTICALLY INTEGRATED PROJECT

Atlanta, Georgia

Team Lead

08/2022- Current

- Working with Georgia Tech professors to make their courses and content more accessible
- Leading a team to redesign the Georgia Tech project team websites, course structure, and course materials to be more accessible and easily understood by all students

PROJECTS

AUGMENTED REALITY APP DESIGN

05/2023 - Current

- Developing a location-based AR tour guide app using THREEjs that allows prospective students to see and understand the Georgia Tech campus the way current students do in order to better help them make their college decisions

GEORGIA TECH UBICOMP RESEARCH

05/2023 - Current

- Unpacking the long-term caregiving experience of family caregivers and patients with chronic diseases by analysing posts from online caregiving communities

ANDROID APP DESIGN

08/2022 - 12/2022

- Developed an Android App that displays real-time, adaptive, location aware campus events on Georgia Tech

GAME DESIGN

08/2021 - 05/2022

- Designed over a dozen games using C on the GameBoy Advance
- Included level-based games, rhythm-based games, remade classic games like Donkey Kong, Cobra King, etc.