

Nikita George

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GEORGIA INSTITUTE OF TECHNOLOGY

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

EDUCATION

Atlanta, Georgia

Graduation Date: 05/2024

GPA: 3.5/4.0

SKILLS

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

Programming: C, HTML, JavaScript, SwiftUI, 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, Mixed Reality, 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

GEORGIA TECH RESEARCH INSTITUTE

UX Design Intern

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

Atlanta, Georgia

05/2023 - Current

CXR AGENCY

Immersive Design Intern

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

Brooklyn, New York

05/2023 - 08/2023

HOME DEPOT

UX Design Intern (Merchandise Execution Team)

- 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
- Pin-pointed some of the main issues in the app and prototyped solutions through understandings from in-store visits and discussions with associates, an empathy-map workshop with other UX designers, and use of a Journey Map

Atlanta, Georgia

01/2023 - 05/2023

UX Design Intern (Store Tasking Team)

- Redesigned the way 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
- Utilized these findings to prototype solutions in the app

08/2022 - 12/2022

UX Design Intern (Finance Team)

- Applied 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%

05/2022 - 07/2022

GEORGIA INSTITUTE OF TECHNOLOGY

Teaching Assistant

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

Atlanta, Georgia

01/2021 - Current

ACCESSCORPS VERTICALLY INTEGRATED PROJECT

Team Lead

- 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

Atlanta, Georgia

08/2022- Current

PROJECTS

AUGMENTED REALITY APP DESIGN

- Developing a location-based AR tour guide app using THREE.js 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

05/2023 - Current

GEORGIA TECH UBICOMP RESEARCH

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

05/2023 - Current

ANDROID APP DESIGN

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

08/2022 - 12/2022

GAME DESIGN

- 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.

08/2021 - 05/2022