

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: 3.5/4.0

SKILLS

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

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

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

Concepts: UX Design, UX Research, Web Development, App Development, Mixed Reality, Augmented Reality, Virtual 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 Visualizations

EXPERIENCE

GEORGIA TECH RESEARCH INSTITUTE

Atlanta, Georgia

Software Engineering Intern

05/2023 - Current

- Developing an iOS newsfeed app that lets users create posts, replies, send direct messages, and join forums
- Uses Swift for the front-end and FastAPI for the back-end database

CXR AGENCY

Brooklyn, New York

Immersive Design Intern

05/2023 - 08/2023

- 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

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
- 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
- The average task on the app now takes roughly 5 minutes less and allows associates more flexibility in its completion.

UX Design Intern (Store Tasking Team)

08/2022 - 12/2022

- 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 change the feedback options to allow more flexibility and a unified feedback experience across apps

UX Design Intern (Finance Team)

05/2022 - 07/2022

- 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 over 30%

GEORGIA INSTITUTE OF TECHNOLOGY

Atlanta, Georgia

Teaching Assistant

01/2021 - 12/2022

- 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.