

NITASHA
KOCHAR
UX DESIGN
PORTFOLIO



Self-Training for ASD: Educational Platform

Background:

Qigong is a self-administered massage-flow that helps users gain a sense of self & security, and also helps alleviate difficulty with social interactions + hypersensitivity to stimuli in surrounding environments.

Problem:

Instructional videos and texts that currently exist on the internet and in books are scattered and outdated. There needs to be an engaging, simple & easy platform that motivates children to continue with their qigong practice,

Solution:

Created a single platform that provides instructions for self-massage clearly and effectively.

Enabled users to:

- Understand different video options based on their mood
- Intuitively understand the platform through its visual simplicity
- Incorporate the application into their every-day-lives

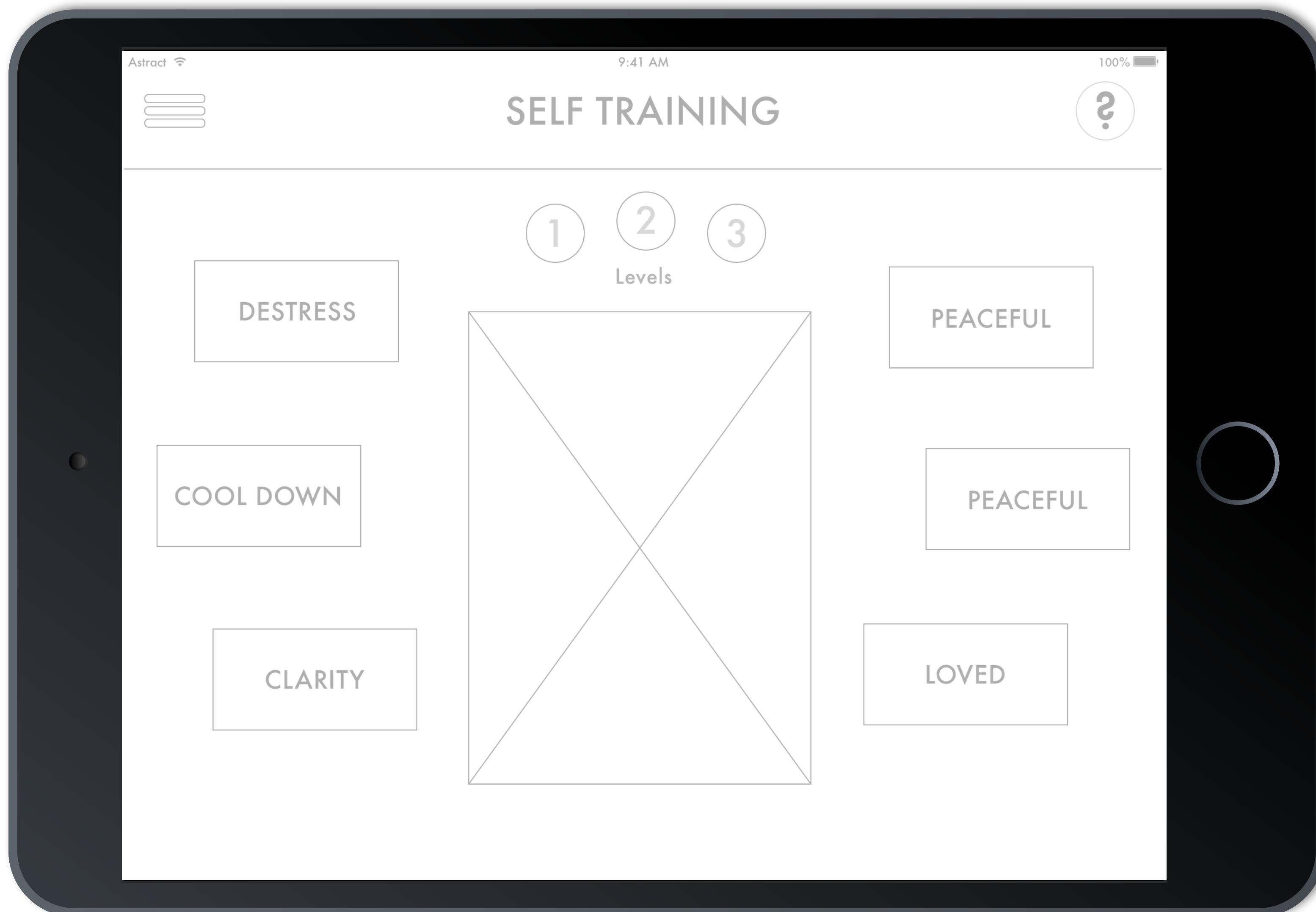
Work Overview:

- UX: High-fidelity wireframes
- UX: User research
- Graphic: Style guide
- UI: 15 screens
- UI: Character animations

Programs utilized:

- Sketch
- Adobe Illustrator
- CoreAnimator

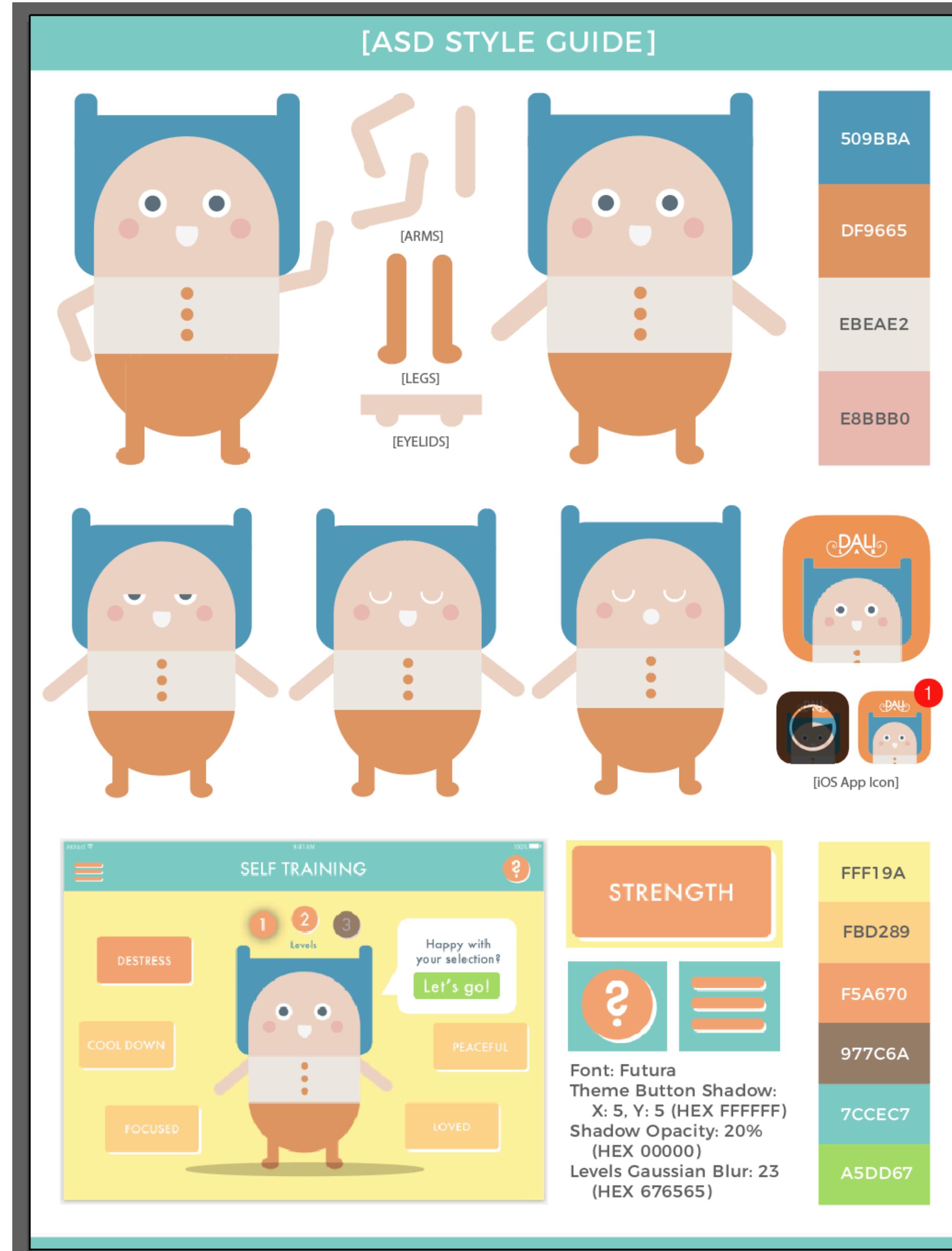
Self-Training for ASD: iPad App Wireframes



Self-Training for ASD: Main Interface Designs



Self-Training for ASD: Style Guide



Kinekt: Social Networking Business App

Background:

Capstone project for a UX Design course I took in Cape Town, South Africa. The goal of the project was to identify pain-points for local small-business owners and design an iOS application that addressed their needs.

Problem:

Small-business owners lack necessary information for a smooth transition into the entrepreneurial world.

Solution:

Designed a networking app that “kinekts” entry-level entrepreneurs with successful business-people in a social and dynamic way.

Enabled users to:

- Seek mentorship from successful entrepreneurs
- Read, write, and share posts about struggle, success, new ideas, goals, etc.
- Meet up and discuss business plans with others

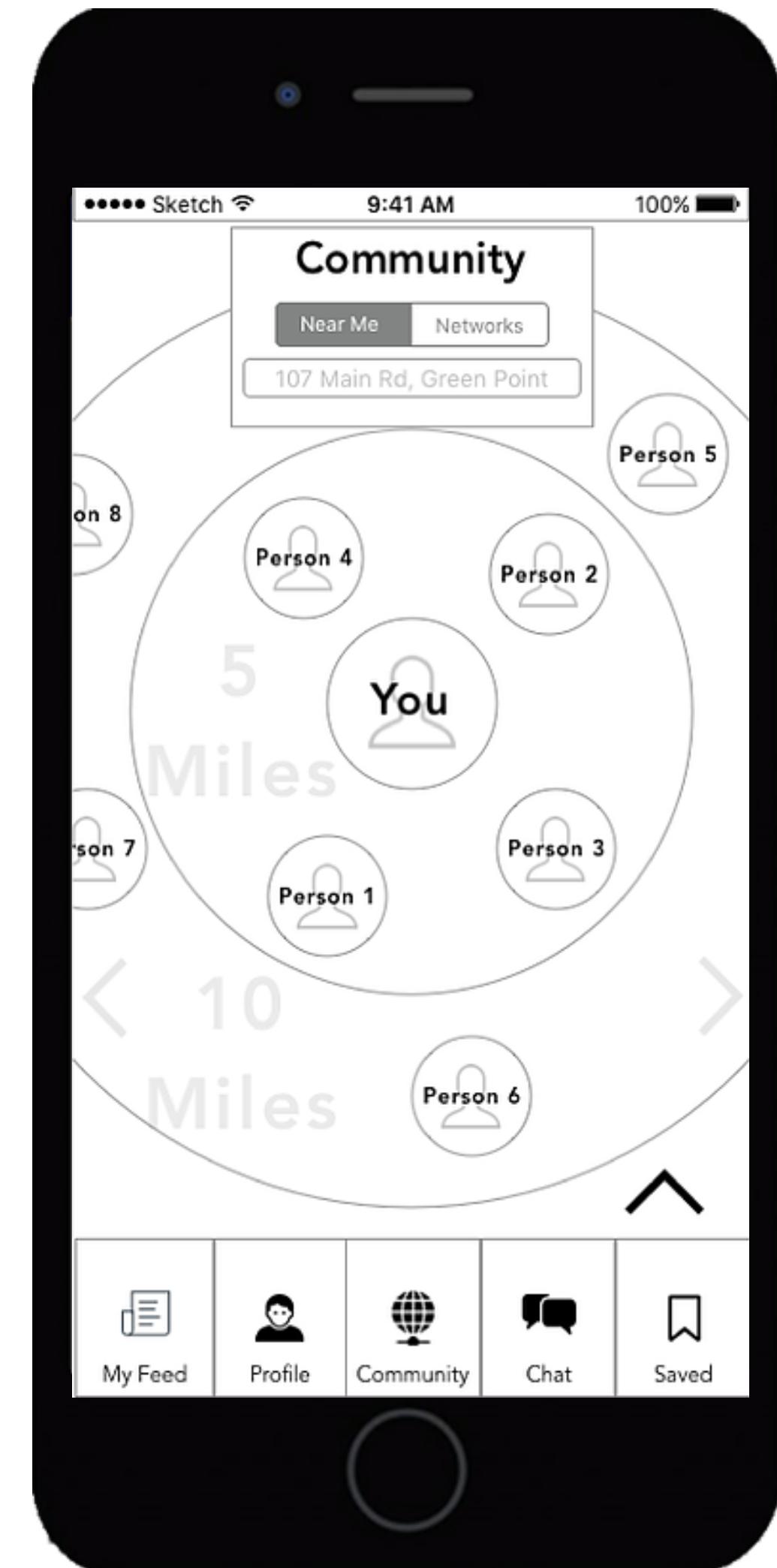
Work Overview:

- UX: High-fidelity wireframes
- UX: User research
- UX: Usability testing
- UX: Personas and journey maps
- UX: Heuristic evaluations
- Graphic: Moodboard & style guide
- UI: 6 screens + 4 web screens

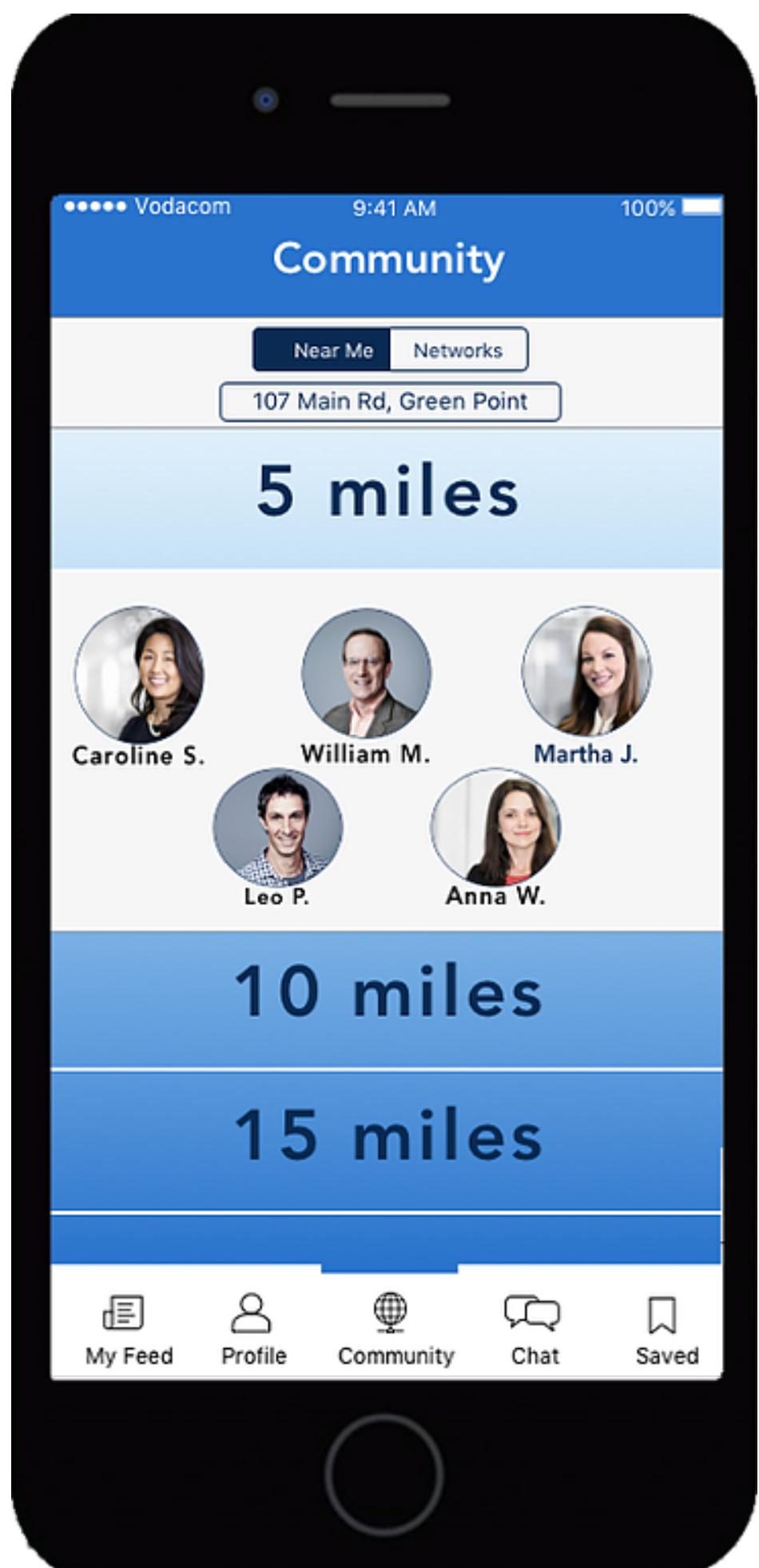
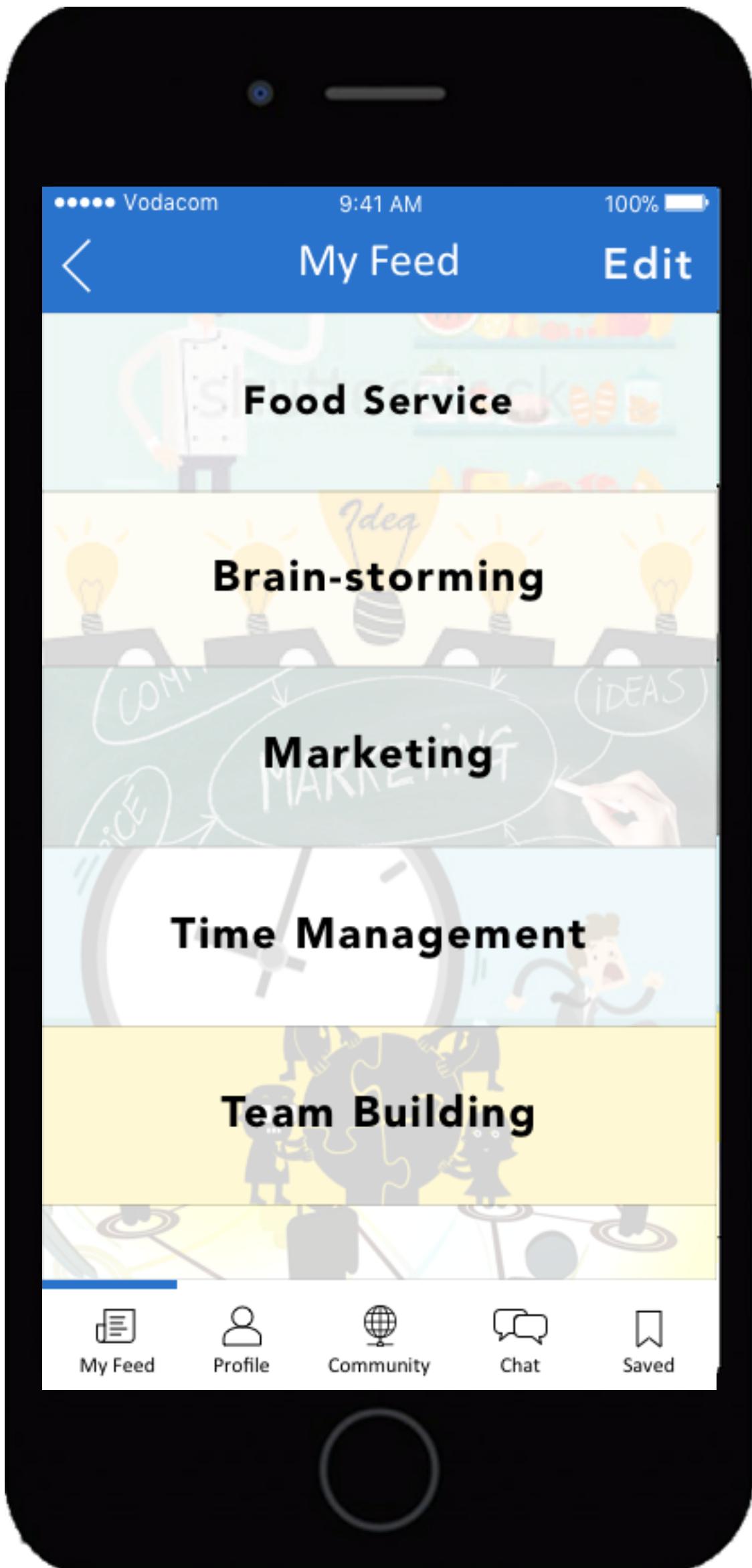
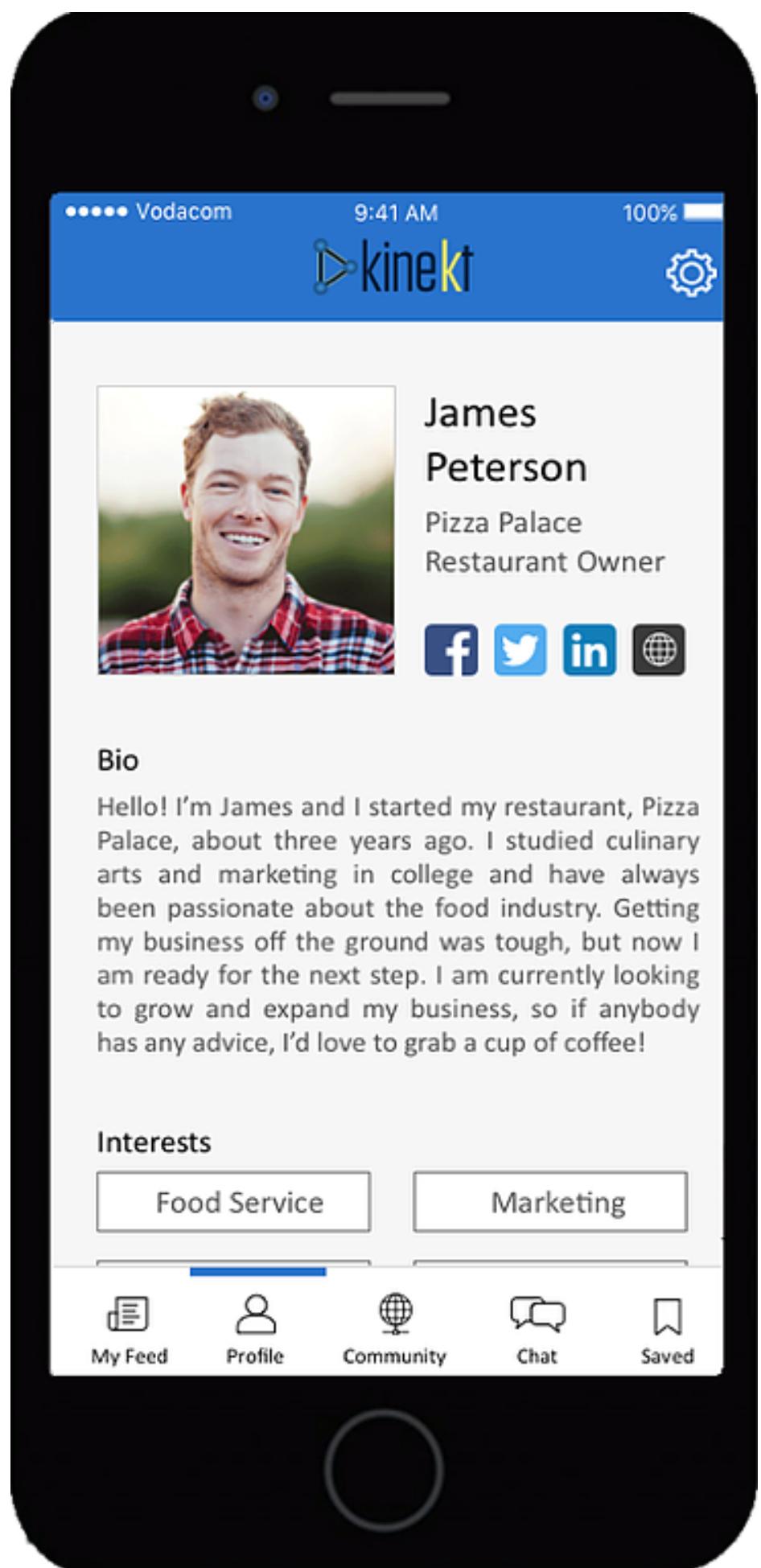
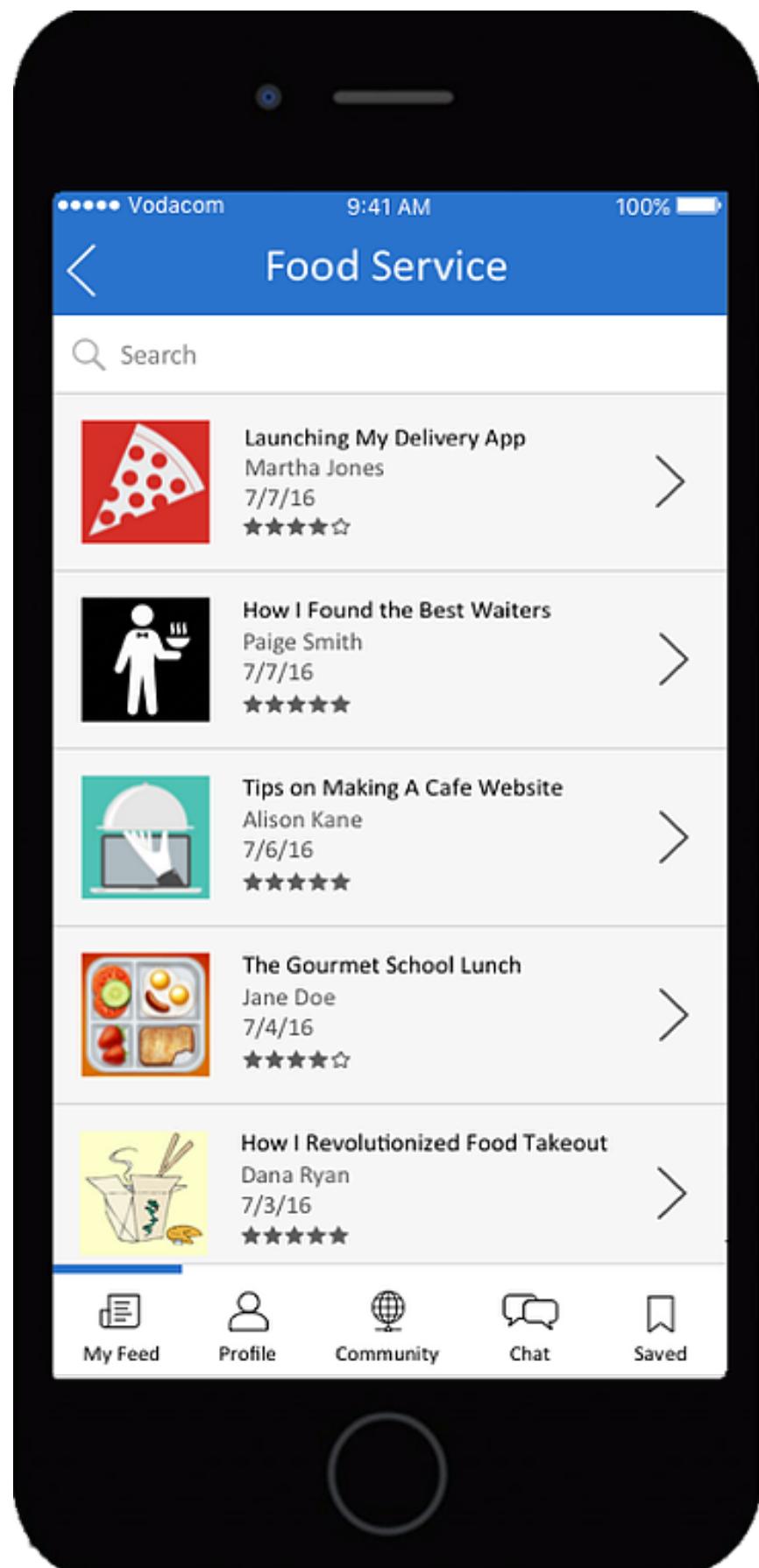
Programs utilized:

- Sketch
- Photoshop
- InVision

Kinekt: Mobile App Wireframes



Kinekt: Interface Designs



Libero: Social Networking Fitness App

Background:

Research has shown that competition is an influential motivator.

Problem:

Exercise is challenging enough for people who struggle with their fitness. A lack of motivation from family & friends + costly gym memberships/personal training only worsen the issue.

Solution:

Designed an app that encourages people to get fit by virtually working-out with a person who has a similar fitness level (anywhere in the world) in real-time.

Enabled users to:

- Compete with people in various activities
- Keep track of their fitness goals with medals
- Support themselves and others by “following” others’ journeys

Work Overview:

- UX: High-fidelity wireframes
- UX: Personas and journey maps
- UI: 8 screens

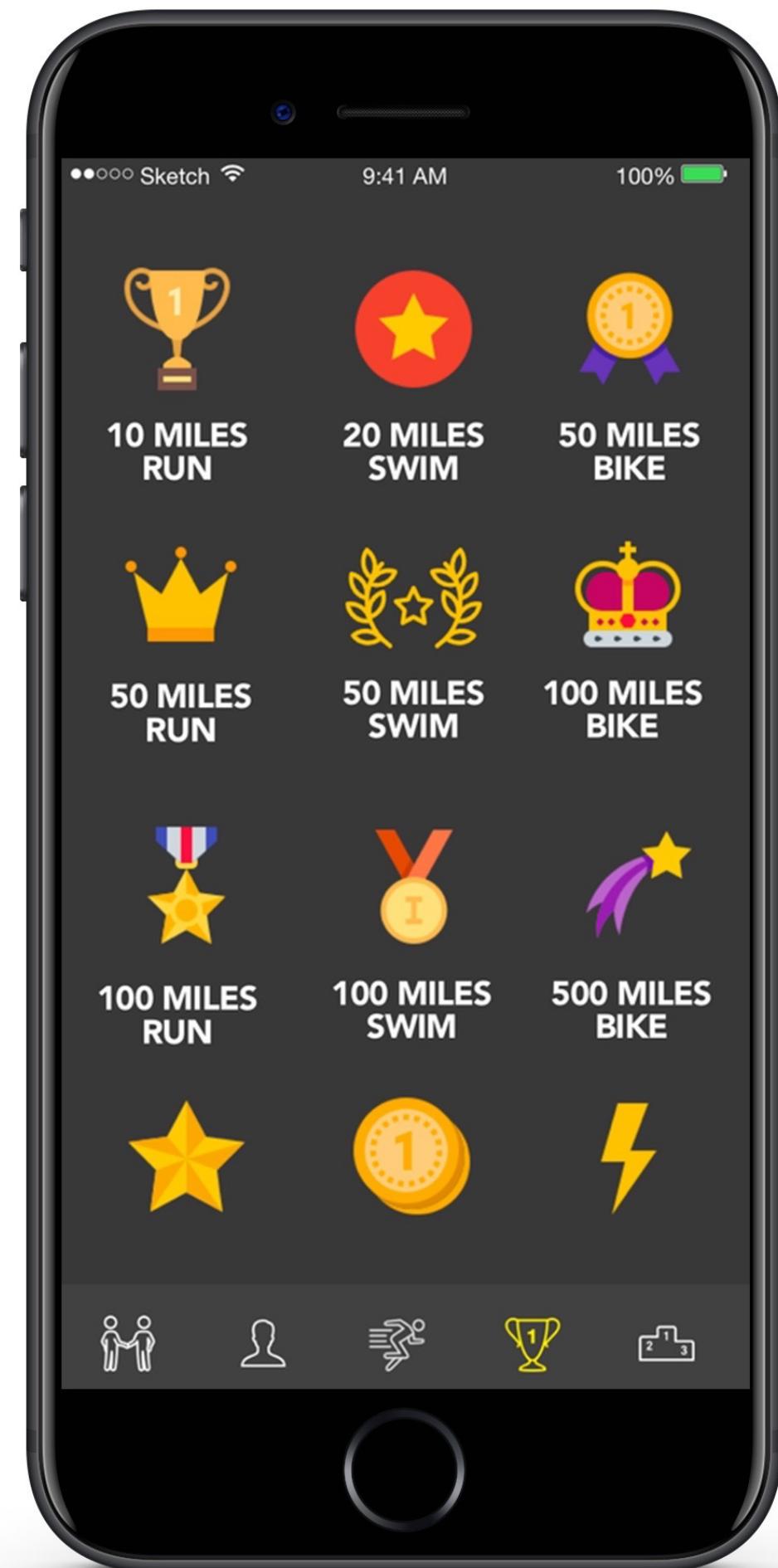
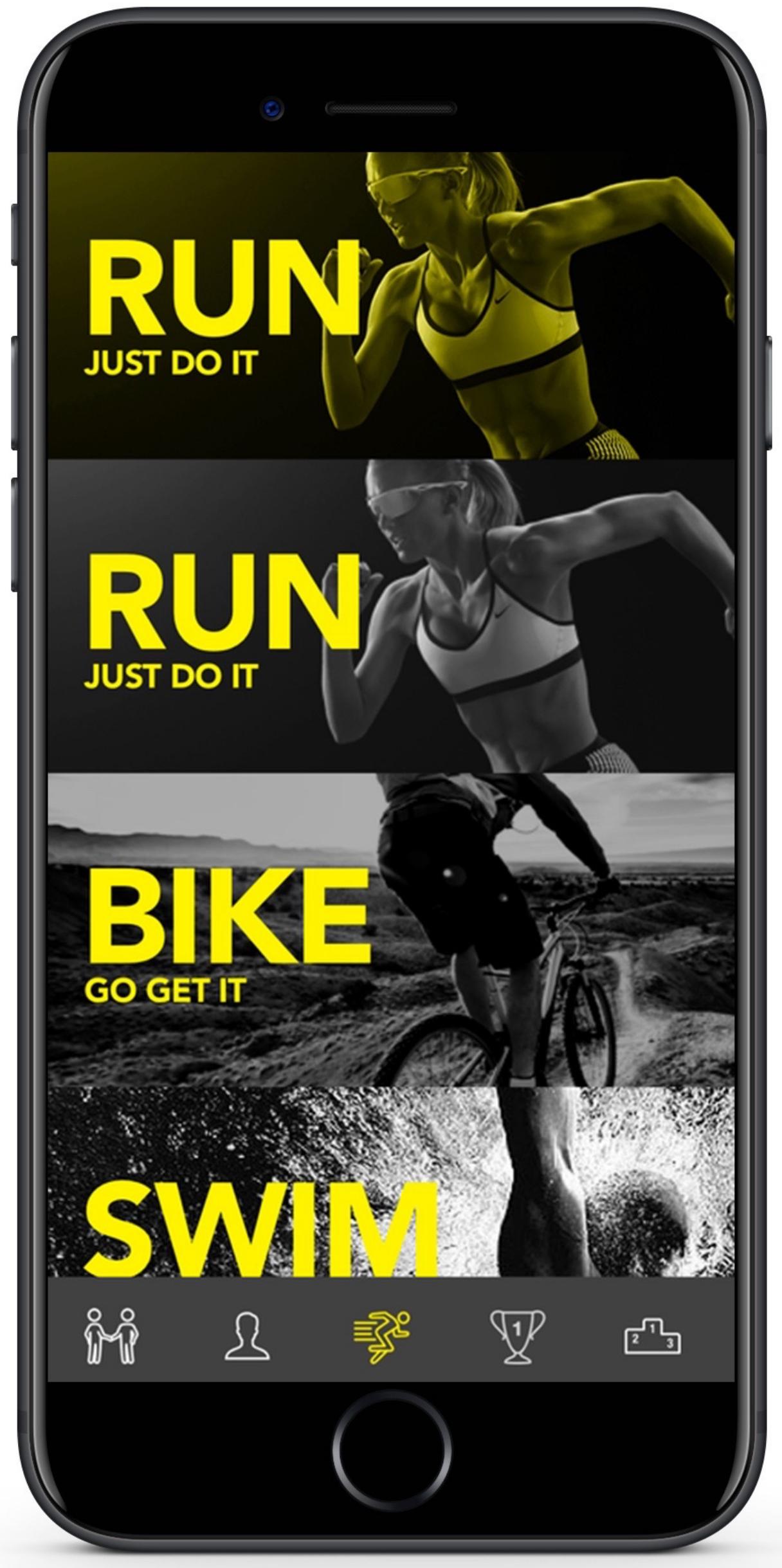
Programs utilized:

- Sketch
- InVision

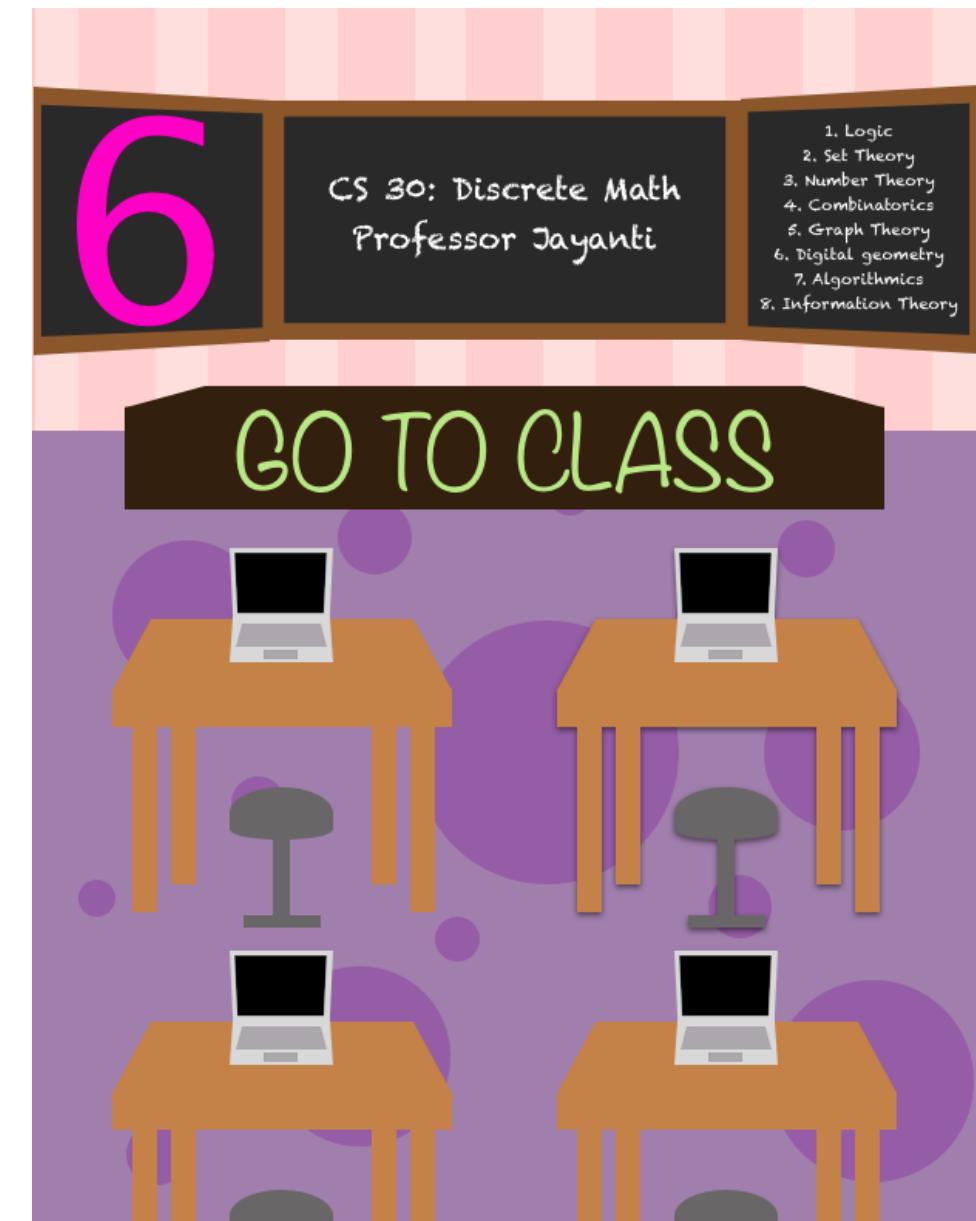
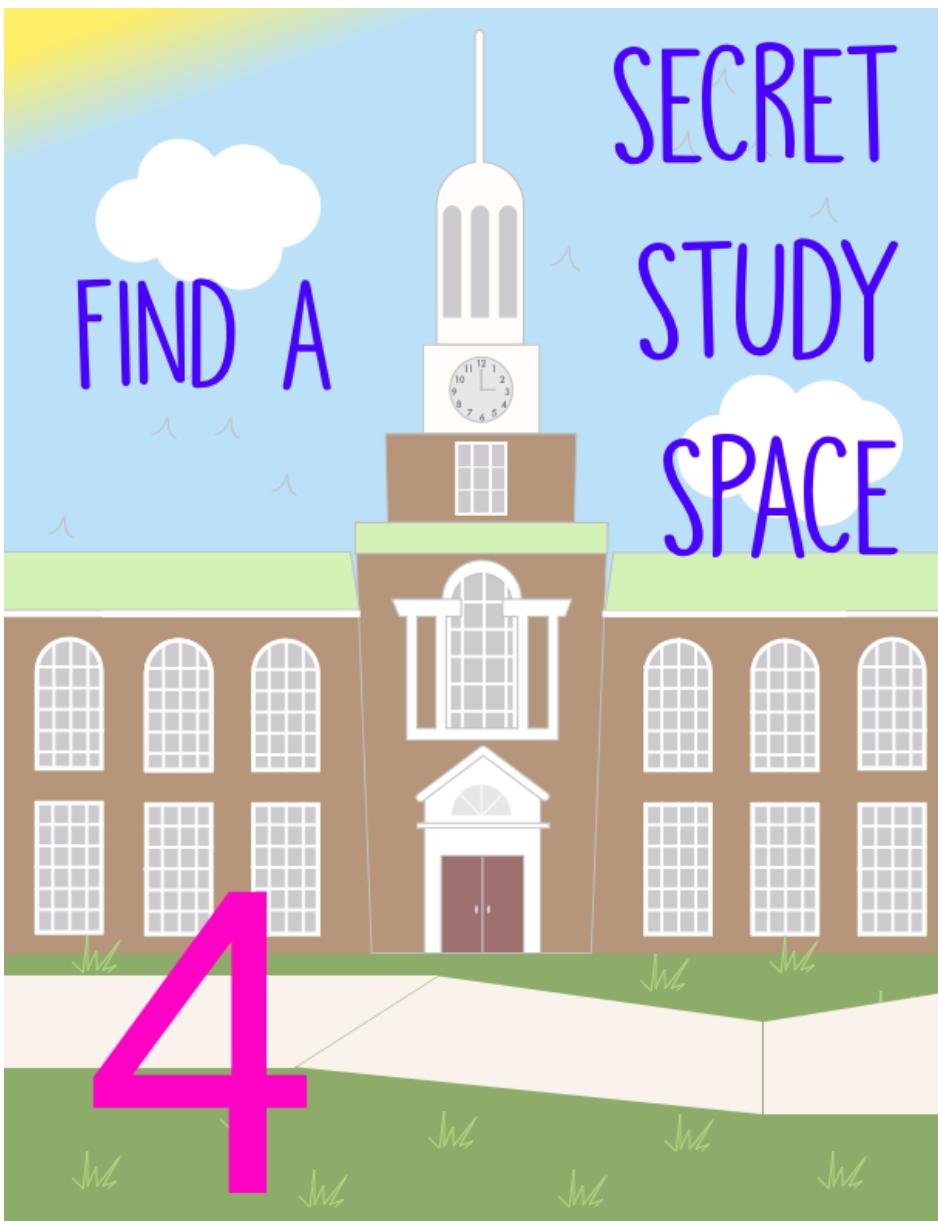
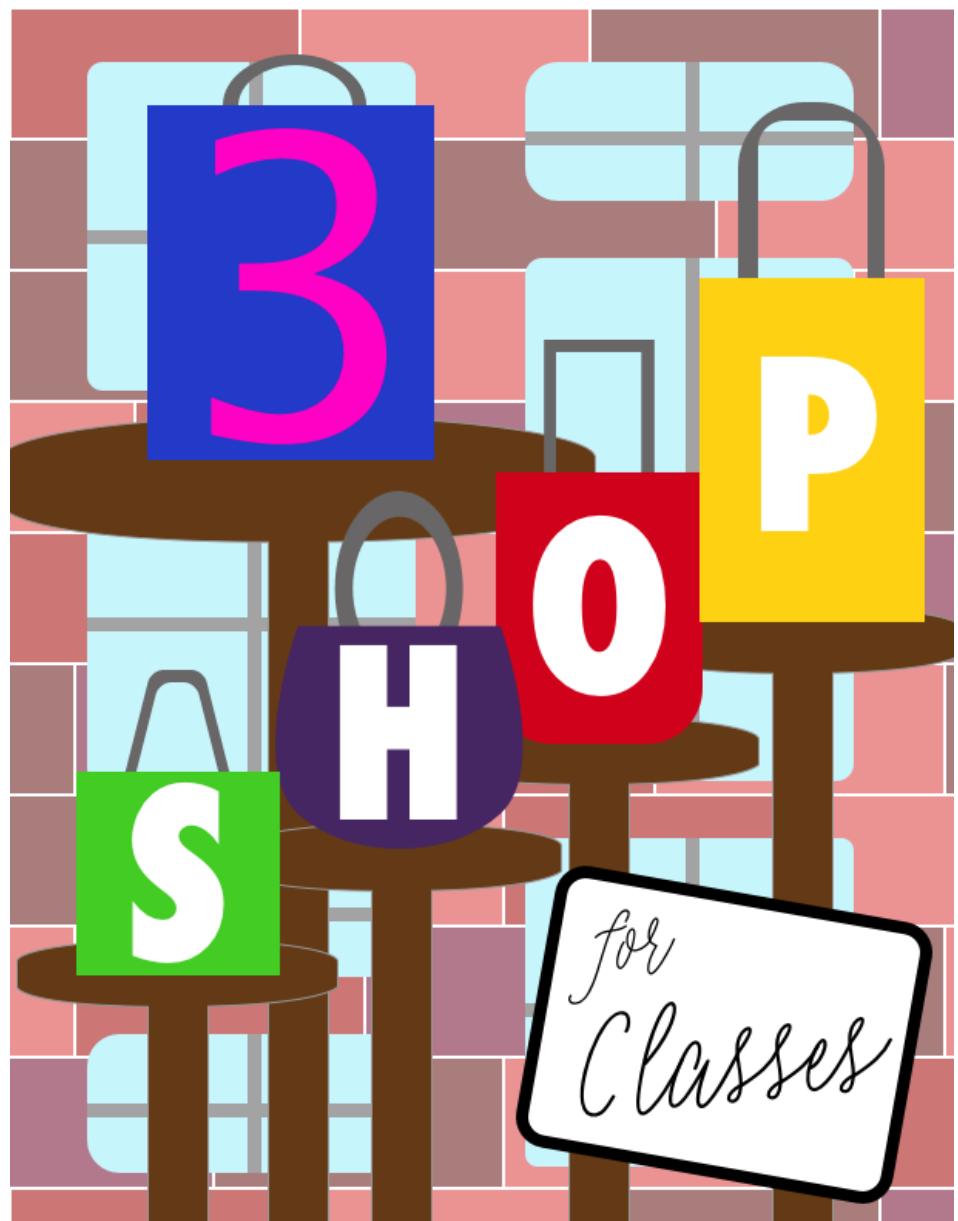
Libero: Mobile App Wireframes



Libero: Interface Designs



College Guide: Print designs



Full-Stack Web Dev: Landing Page (HTML/CSS)

Assignment: Imitate Slack and create a responsive web page using only HTML and CSS.

The screenshot shows a web browser window with a secure connection to <https://dartmouth-cs52-17s.github.io/lab1-nitashakochar/>. The page has a vibrant, low-poly geometric background in shades of teal, orange, and yellow. In the center, the text "Where ducks roam." is displayed in a large, white, sans-serif font. Below it, a smaller text reads: "Whatever ducks mean to you, Quack brings all the pieces and people you need together so you can actually find your inner duck." A search bar contains the placeholder "unicorn duck" with a "Create" button next to it. The top navigation bar includes a small duck icon, a search icon, and links for Product, Pricing, Support, and Sign in. The bottom navigation bar is divided into four sections: "USING QUACK" (Product, Enterprise, Pricing, Support, Quack Guidelines, App Directory, API), "QUACKI" (Jobs, Customers, Developers, Events, Blog, Podcast, Quackshop), "LEGAL" (Privacy, Security, Terms of Service, Policy), and "HANDY LINKS" (Download desktop app, Download mobile app, Brand Guidelines, Slack at Work, Status). Social media icons for LinkedIn, GitHub, Twitter, and Facebook are at the very bottom.

Secure | <https://dartmouth-cs52-17s.github.io/lab1-nitashakochar/>

Product Pricing Support Sign in

Where ducks roam.

Whatever ducks mean to you, Quack brings all the pieces and people you need together so you can actually find your inner duck.

unicorn duck Create

USING QUACK

- Product
- Enterprise
- Pricing
- Support
- Quack Guidelines
- App Directory
- API

QUACKI

- Jobs
- Customers
- Developers
- Events
- Blog
- Podcast
- Quackshop

LEGAL

- Privacy
- Security
- Terms of Service
- Policy

HANDY LINKS

- Download desktop app
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- Status

Nitasha Kochar



Mantras

Make
Complex
Simple

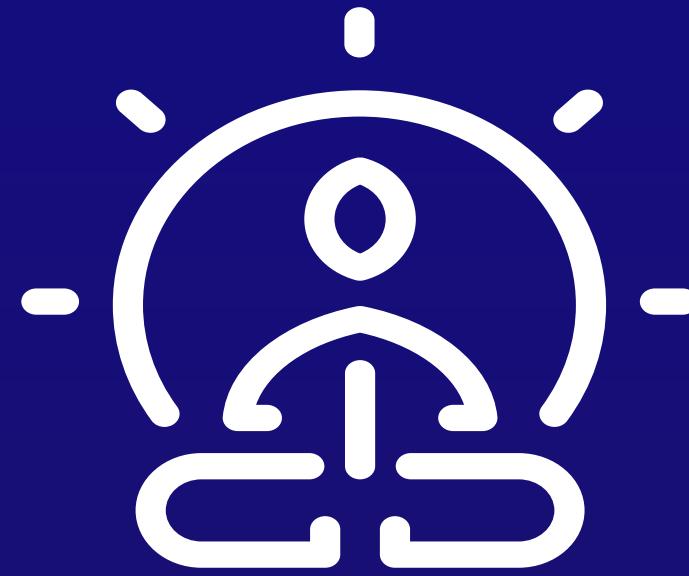
Quality
Over
Quantity

Always
Add
Value

Passions



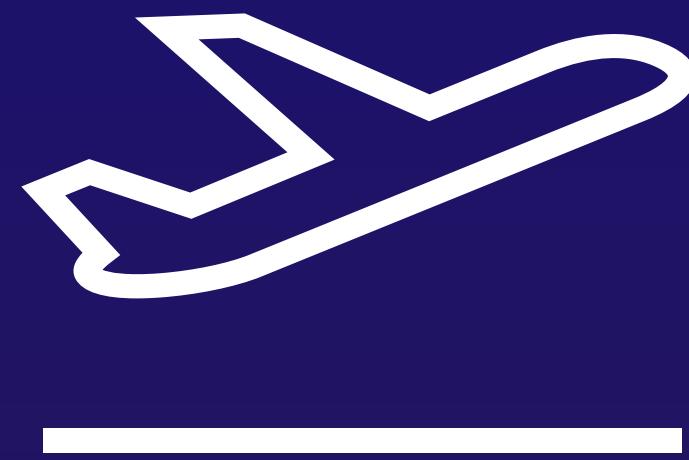
Hiking



Yoga



Dance



Travel

Defining Albums

