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| |  | | --- | | Nikhil Venkatesh |     I’m a creative storyteller and UX designer with a passion for *interaction design*, *experience design* and *animation*. Let’s build awesome products together!  *[nikhilv.com](http://nikhilv.com/)*  **I’M GREAT AT**  UX Design  Animation & Motion Design  Interaction Design  Responsive Web + Mobile UI Design  Ideation + Concept Testing  Wireframing  Prototyping  Visual Design  Design Strategy  Usability Testing  User Research  **I LOVE USING**  Sketch  InVision  Framer Studio  HTML + CSS + JS  Adobe Photoshop  Adobe Illustrator  Adobe After Effects  Autodesk Maya |  | **EXPERIENCE**  **Experience Strategy Consultant** /ASJ Engineering *Jun ’17 – Dec ‘17*  I collaborated with the engineers at ASJ to improve internal workflows, streamlining the communication process within and outside the organization.  **UX + Interaction + Visual Designer** /Freelance *Feb ’15 - Present*  I work with startups and small businesses to design mobile and web UIs, define UX strategy, and build digital experiences. My toolset include UX strategy, wireframing, interaction, visual & motion design, prototyping, and front-end development.  *Clients:* PollItUp, Webinative Technologies, Fourkites Inc.  **User Experience Designer** /Xactly Corporation *Jun ‘16 - Mar ‘17*  I drove the UX, interaction, prototyping, and visual design for the Xactly Incent Android app. I designed and implemented platform-specific style guides and documentation, leading to a more efficient workflow between remote teams.  As Xactly’s first UX designer, I worked with the product team to introduce and implement design processes, evangelizing design at an organizational level. This led to greater design adoption within the product and engineering teams.  **Animator** /Technicolor SA, Sanraa Media *May ’11 - Aug ‘15*  I created character animations on multiple award-winning TV shows including ‘Dragons: Riders of Berk’, ‘TMNT, and ‘The Adventures of Puss in Boots’. Tasks Included – Character acting driven by observation of real life movements, camera setup and visualization of shots.  *Personal Project:* I worked with technical directors to design and build tools that improved team workflow and efficiency. Tasks included – contextual inquiries, UI sketching, wireframing, guerilla usability testing, and scripting.  *Clients:* DreamWorks TV, Nickelodeon, Netflix, Endemol UK.  **Web & Graphic Designer** /Freelance *2008 - 2012*  Web design with integrated CMS, logo and brand design, photography and media editing for content creators, local businesses and creative agencies.  *Clients:* Astuon Networks, ASJ Engineering, Aahaar Delights, MarkPact Content.  **PASSION PROJECTS**  **SIM: The Social Robot** /Character + Interaction Design *Sep ’16 - Present*  SIM is an award-winning robot prototype capable of exhibiting emotional responses to social situations. Our goal was to evaluate if social intelligence in robots allows for more natural interactions between the robot and user.  I am responsible for SIM’s design, facial prototype, and body motion, animating the emotional responses and testing their effectiveness. [*Check it out!*](http://simthesocialrobot.com/)  **EDUCATION**  **M.S. Human Centered Design & Engineering** *2015 - 2017*  University of Washington *Seattle, WA*  **Master of Digital Media (3D Animation)** *2009 - 2010*  University of New South Wales *Sydney, Australia*  **B.Sc. Computer Science** *2006 - 2009*  University of Madras, Loyola College *Chennai, India*  **AWARDS**  **HCDE Graduate Award for Excellence in Innovation** *Jun 2017*  Awarded by the Department of HCDE for work on *‘SIM: The Social Robot’.*  **Top Performer of the Quarter** *Q1 2015*  Awarded by Technicolor for work on *‘The Adventures of Puss in Boots’.* |
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