pankhil mistry

I am a full-stack UX/UI Designer with a background in 3D Modeling and 3D Printing. I craft thoughtful solutions around an idea and execute them with much precision, care and attention to detail.

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Skills

UX/UI Design
Visual Design
User Research & Testing
Branding & Identity
Information Architecture
Personas & User Stories
Wireframing & Prototyping
Product Design
3D Printing
CAD Modeling

Tools

Adobe Creative Suite
Figma
Balsamiq
Marvel App
InVision
Usability Hub
HTML, CSS, & JavaScript
GitHub
SolidWorks
Siemens NX

Hobbies & Interests

Painting, trekking, cycling, learning new design tools and keeping up with current events in tech

Featured Projects

Montero | UX, UI, Branding, Front-end
November 2018

Montero is an adventure activity meta-search engine that discovers and compares adventure activities in India and Nepal.

Cheddr | UX, UI, Branding, Front-end
June 2018

A personal budget manager that tracks your expenses and incomes and gives you recommendations to make you financially fit.

Experience

IRCC, IIT Bombay | Research Assistant (Product Design)
July 2016 - August 2017

- Led the product design of smart healthcare devices as part of an early-stage startup
- Analyze the intended use of product and user preferences
- Conduct research into cost, properties of production materials and methods of production
- Develop manual and computer-assisted design (CAD) concepts, sketches or models for approval
- Prepare manufacturing drawings, specifications, and guidelines for production and construct 3D Printed prototypes of design

Education

Bloc | Designer Track Program - UX/UI Design and Front-End Development Apprenticeship
July 2017 - Dec 2018

VJTI | B.Tech (Mechanical)
June 2012 - May 2016