

# PRATEEK CHATTERJEE

## UX/UI Designer

” I am passionate about creating lovely User Interfaces which people enjoy using

## INFO

🖥️ [ppchatterjee123.github.io/portfolio/index.html](https://ppchatterjee123.github.io/portfolio/index.html)

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## SKILLS

User Personas | User Flows | Wireframing | VR / AR  
Prototyping | Responsive Design | Rapid Iteration  
SWOT Analysis | Competitive Analysis | A/B Testing  
Card Sorting | Usability Testing | Heuristic Evaluation  
User Interview | Surveys | Questionnaire | Game Design  
Design Systems | Affinity Mapping | UI Development

## TOOLS

Sketch / InVision

Figma

Optimal Workshop

Balsamiq

Unity

Adobe

Premiere Pro

Google Analytics

Maya 3D

Unreal

Miro

## DEVELOPMENT

HTML | CSS | Bootstrap | jQuery | JavaScript | C#

## CERTIFICATIONS

Certified SAE® 5 Practitioner, [Scaled Agile Inc](#)

## EDUCATION

**Worcester Polytechnic Institute, MA, US**  
Interactive Media and Game Development, MS  
2016 - 2018

**University of Mumbai, Mumbai, IN**  
Computer Engineering, Bachelor of Science  
2011-2015

## WORK EXPERIENCE

### Softtrams LLC - UX/UI Designer

Baltimore, MD | March 2019-Present

Led the research & design of [ACO-MS](#) app. Designed new modules on the existing system and worked with CMS clients and end users to establish product vision and MVP features.

Re-designing existing modules with UX research methods, also advocating for 508 compliance and clear UX writing. According to the [latest performance](#), ACO-MS had a record year in 2019, in which users saved [\\$1.2 Billion](#) in Medicare as compared to \$739 in 2018.

Carried out UX Research for high profile business contract, which resulted in a [\\$37 million](#) shared savings program. [Click here!](#)

Designed a file sharing and storing healthcare secure saas app ([Hdrive](#)) based on Google Material design. Validated design solutions by facilitating user personas, competitive analysis, wireframing, card sorting for requirement gathering, information architecture and high-fidelity prototypes.

### Carmaguys LLC - UX/UI & Web Developer Intern

Philedelphia, PA | July 2018-Dec 2018

Engaged with developers, stakeholders to re-design appointment & scheduling based application for car service website.

### Worcester Polytechnic Institute - IT System Admin

Worcester, MA | Jan 2017-Mar 2018

Managed computer systems, network & provided technical support.

## OTHER PROJECTS

### Character Database [View Youtube Channel!](#)

Quantitative/Qualitative Research, Video Editing & Designing

Created a Youtube channel, where I research, edit and upload comic character related videos in my spare time.

Within 6 months the channel has gained around [3.5 million](#) views and around [8 thousand](#) subscribers with the help of qualitative and quantitative (analytics) research.

### Classic Driver VR (UX Research in VR) [Click here!](#)

Publications - [Thesis Paper!](#)

As a part of my Thesis, I designed, developed & researched a car-driving simulator on Oculus Rift platform using Unity Engine to teach users driving rules and regulations of road.

I created a game prototype using Unity & conducted A/B testing. I then took feedback from 92 users via user suverys, questionnaires & Usability testing.

### The Forbidden Palace [Click here!](#)

Game Design & Production Plan

I got the opportunity to lead a team of 5 game designers/devs.

I conducted SWOT/Competative analysis and designed the game env using Unity. I brainstormed the game concept, gameplay and features.