

PRATEEK CHATTERJEE

Senior UX Designer

5 years of experience in helping clients across the Federal Gov., Healthcare, Telecom, XR industries.
"I love designing experiences that are accessible, useful, meaningful & which people love using"

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 youtube.com/c/CharacterDatabase

EDUCATION

Worcester Polytechnic Institute, MA, US

Interactive Media and Game Development, Master of Science (MS), 2016 - 2018

University of Mumbai, Mumbai, IN

Computer Engineering, Bachelor of Science (BS), 2011 - 2015

SKILLS

UI / UX

Design Systems | Usability Testing | User Research | Prototyping | Wireframing | 508 Compliance | Accessibility | User Flows | Affinity Diagrams | Storyboarding | Information Architecture | Responsive Design | User Stories | SWOT Analysis | Competitive Analysis | A/B Testing | Interaction Design | Card Sorting | Heuristic Evaluation | User Interview & Surveys

Other

UI & Web Development | 3D Modeling | Game Design | Video Editing | VR Design & Dev

TOOLS

Prototyping & Design

Figma | Sketch | Adobe XD | InVision | Balsamiq | Adobe Photoshop | Illustrator | Premiere Pro | Maya 3D | Unity Engine | Unreal Engine

Research

Mural | Optimal Workshop | Google Docs | Google Analytics | Miro

Development

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

WORK EXPERIENCE

CGI Inc. - Senior Consultant, Product Designer

Washington, D.C. Metro Area | May 2022 - Present

- Responsible for managing CGI's relationship with [Brightspeed Business](#), by leading research & design sessions with client's VP and Marketing team across multiple design sprints. The focus was on increasing customer acquisition while reducing customer attrition through improved CX with launch of new products.
- Helped them get their brand online by migrating around **30+** exiting Lumen.com and Centurylink.com pages & content to the new Brightspeed Business experience.
- Ideated and designed **10+ new components** to meet the new design needs and developed a responsive design system consisting of new font system, color palette, buttons and other components across 3 breakpoints (Desktop, Tablet and Mobile).
- Redesigned [CGI Pulse](#) experience, an internal IP solution which is a hyper-automation platform and decision engine that enables clients to drive efficiencies and revenue growth. Created user flows and conducted stakeholder interviews to ensure the designs and components are accessible for the user base.
- Designed infographics, newsletters, brand-kit elements and logos for [State of Illinois - CCWIS Child welfare](#) project.
- As a part of XR workshop, I paired with 2 designers & 2 devs to brainstorm and design a VR experience where users can practice high stress social tasks to build skills and confidence. The initiative was to help CGI venture into XR industries.

Softrams LLC - UX/UI Designer

Baltimore, MD | March 2019 - April 2022

- Led the research & design of new modules in [ACO Management System Medicare Shared Savings Program](#), a Federal agency healthcare product. Designed new modules on the existing system and worked with CMS clients and end users to establish product vision and MVP features.
- Re-designed existing modules with UX research methods, also advocated 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/Design for high profile business contract, which resulted in a **\$37 million 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 highfidelity prototypes.

Carmaguy LLC - UX/UI & Web Developer (Co-op)

Philadelphia, PA | July 2018 - Dec 2018

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

Worcester Polytechnic Institute - IT System Admin

Worcester, MA | Jan 2017 - Mar 2018

Managed computer systems, network & provided technical support.

OTHER PROJECTS

Classic Driver VR | XR-UX Research ([Thesis Paper](#) | [Website](#))

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.