

PRATEEK CHATTERJEE

UX/UI Designer

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

INFO

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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

Adobe

Unity

Balsamiq

Optimal Workshop

HubSpot

Google Analytics

Maya 3D

Unreal

Miro

DEVELOPMENT

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

CERTIFICATIONS

Certified SFA® 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.

Designed an Android/iOS based app know as Hdrive Marketplace, which is used to check the drug coverage from Plan ID or Zip code.

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

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.

The goal was to evaluate the user experience of new drivers to help them learn driving rules and regulations of road. I created a game prototype using Unity & conducted A/B testing. I took feedback from 92 users via user suveryrs, 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.

CrabDab (Game Design & Research) [Download Game!](#)

Game Jam 2017

CrabDab is a physics game where players attack a tower across a mighty sea. I created 3D models & game environemnt.