

Hello, I'm

PRAKHAR BHARGAVA

I'm an aspiring UX/UI Designer, Creating Unique and Human-Centered Digital Experiences

I have strong interest in **UX/UI Design, UX Research, New Media Design, Storytelling**

[behance](#) → [medium](#) → [github](#) → [linkedin](#) → [instagram](#) →

education

Amity International School, Mayur Vihar, East Delhi
PCM with Economics
10th: 92%, 12th: 94.2% • Delhi

IIID Indraprastha Institute of Information Technology, Delhi
B.Tech – Computer Science & Design
Current CGPA: 8.32 • Delhi

work experience

 WadhwaniAI
UX/UI Design Intern
May 2023–July 2023 • Delhi

 Creative Interface Labs
Researcher, New media designer
January 2023–Present • Delhi

 Living lab
User Researcher
August 2022–January 2023 • Delhi

 Government-eMarketplace
UX/UI Design Intern
May 2022–July 2022 • Delhi

interests



languages

En 3H
english hindi

positions of responsibilities

 1 Pixel Design Conf'23
Co-founder & Convenor
August 2022 – January 2023

 Business Blasters, Delhi Govt.
Business Coach
December 2021 – July 2022

 Volunteers.Covihelp
Co-Founder, Social Media Head
April 2021 – September 2021

 Enactus IIIT-Delhi
Coordinator
January 2021 – Present

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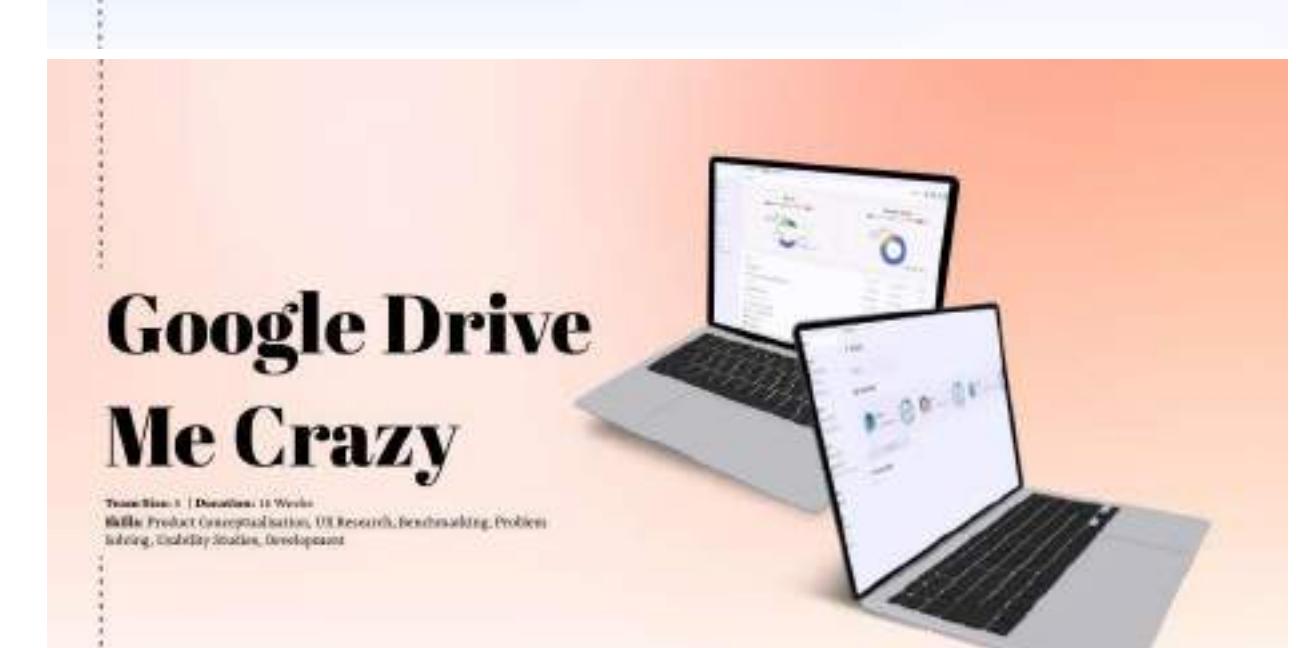
1 The Happy Meal App

AR Game for food nutrition awareness



2 Google Drive Me Crazy

Google Drive redesigned & developed as 3rd party service



3 Tele-Diagnostics

Tele-diagnostics app design for primary healthcare



4 Sehyog

app for socially driven individuals willing to bring a change



Google Drive Me Crazy

Team Size: 5 | Duration: 16 Weeks
Skills: Product Conceptualisation, UX Research, Benchmarking, Problem Solving, Usability Studies, Development



Google Drive Me Crazy

Team Size: 5 | Duration: 16 Weeks
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Google Drive Me Crazy is a 3rd party web-based service designed to enhance user experience on Google Drive. GDMC aims to make the existing UI more intuitive and user-friendly, ensuring ease of use and improved navigation. By tailoring the user experience to individual needs, it optimizes cloud storage functionality while prioritizing the safety and security of data stored on Google Drive.

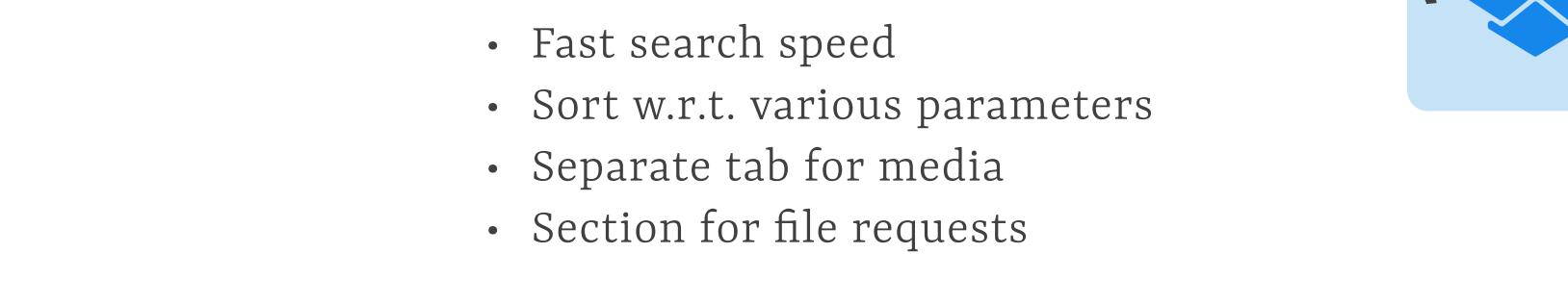
major challenges

- Full Stack Design & Development
- Product Development Cycle
- Identifying Key Problems & Solutions
- Ensuring Clarity of Action

key learnings

- Usability Testing & Benchmarking
- User Behavior Research
- Agile Design & Development

tools used

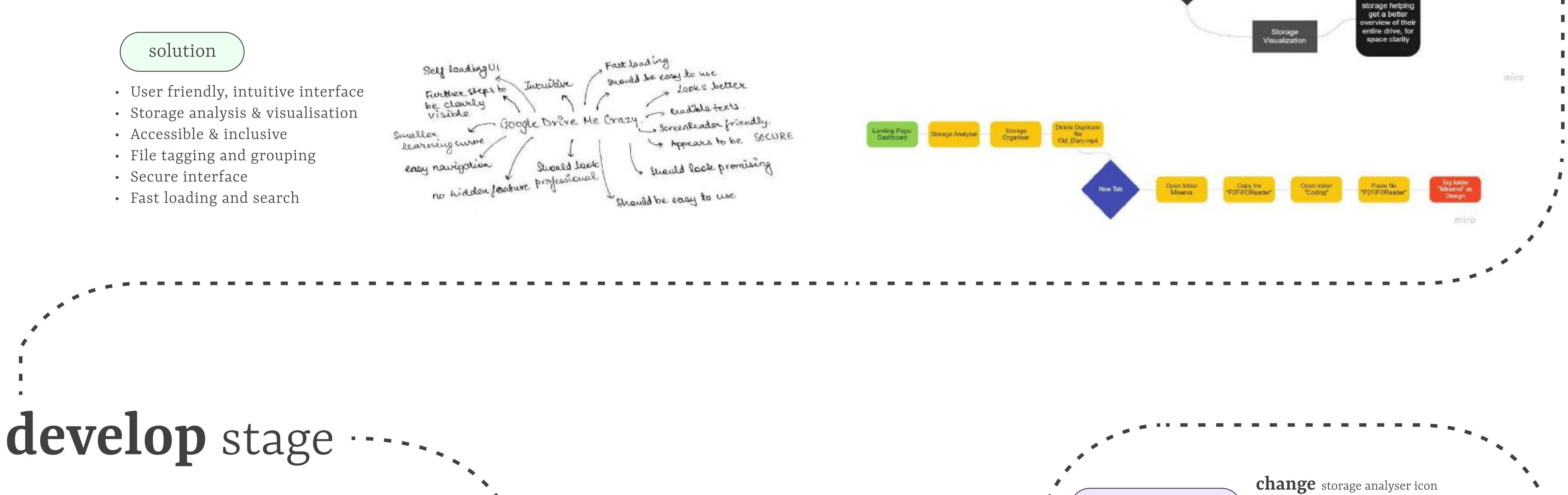


⬇ Scroll down to know more!

secondary research 10+ research papers

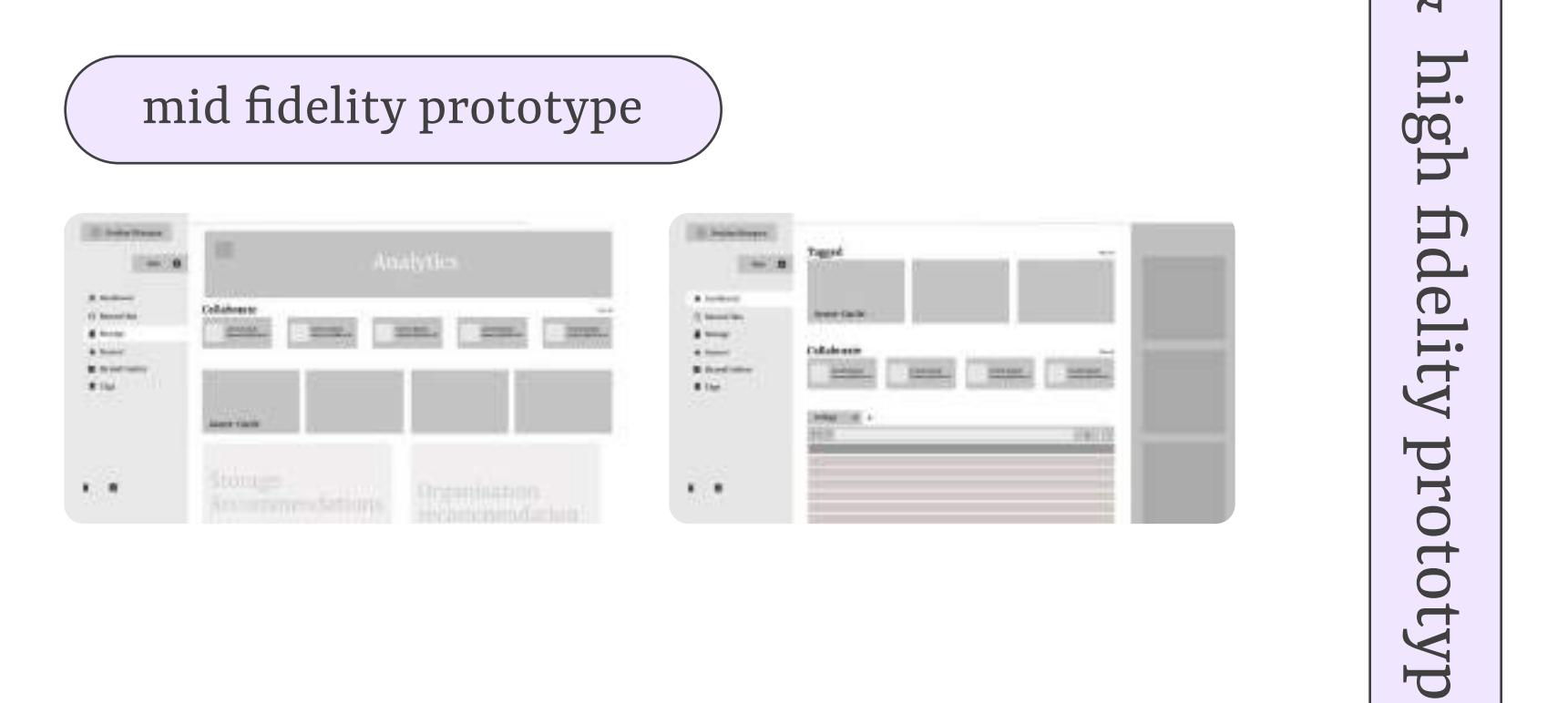


primary research

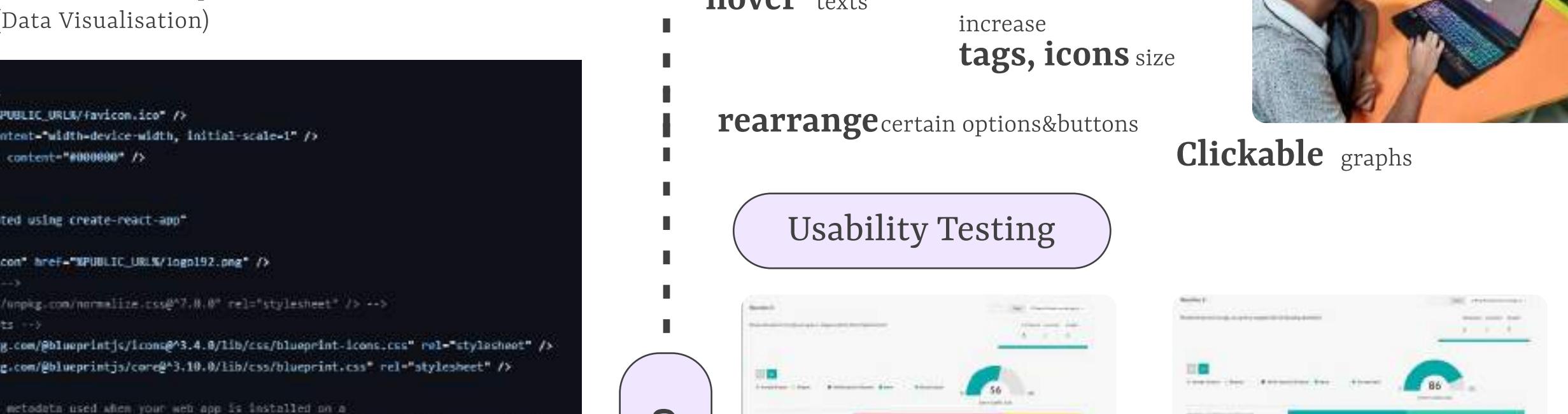


define stage

persona & scenarios

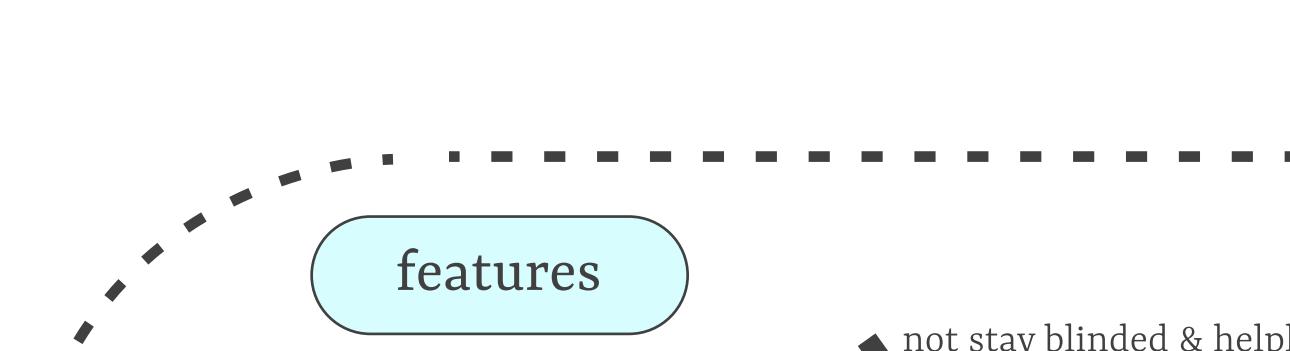


problem identification



develop stage

wireframes



wireframe & high fidelity prototype

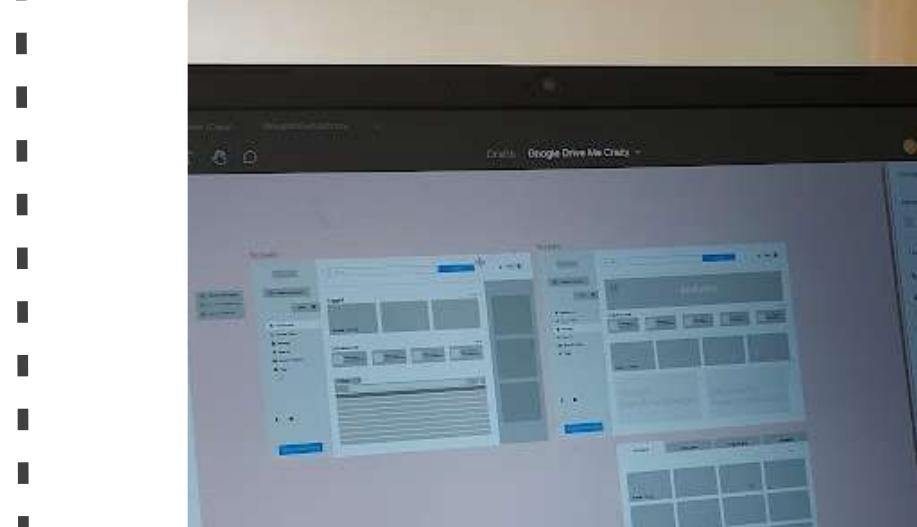
React on top of HTML, CSS, Javascript
Apache E-Charts (Data Visualisation)

Google Drive API V3
Node.js (for Server)
OAuth 2.0 Framework

development



reflections



This project was an incredible learning experience as it marked our first encounter with a real problem-solving journey. We started by thoroughly understanding the issues surrounding Google Drive's user experience, which is crucial considering its widespread use. Our primary goal was to enhance the UX and develop a practical solution. Through dedicated research, we gained valuable insights into user needs and pain points. This project allowed us to appreciate the significance of user experience in product design and how it contributes to a pleasant and efficient user journey. Meeting the project's objectives within the timeline was gratifying, and it truly deepened our understanding of the UX realm.

deliver stage

SUS Comparison

42 Google Drive

84 GoogleDriveMeCrazy

Over 4 tasks performed by 6 participants

process



Thank you!

Sehyog

Team Size: 5 | Duration: 16 Weeks

Skills: Product Conceptualisation, UI Design, Branding, visual design

Storytelling



PROJECT 4

Sehyog

Team Size: 5 | Duration: 16 weeks

Skills: Product Conceptualisation, UI Design, Branding, Visual design, Storytelling

Sehyog is an app designed for 21st-century changemakers, providing a platform to file petitions, raise funds, connect with similar causes, and stay informed about current events. It empowers users to actively engage in social movements, contribute to meaningful causes, and track their impact, bridging the gap between citizens and social initiatives for a more informed and impactful world.

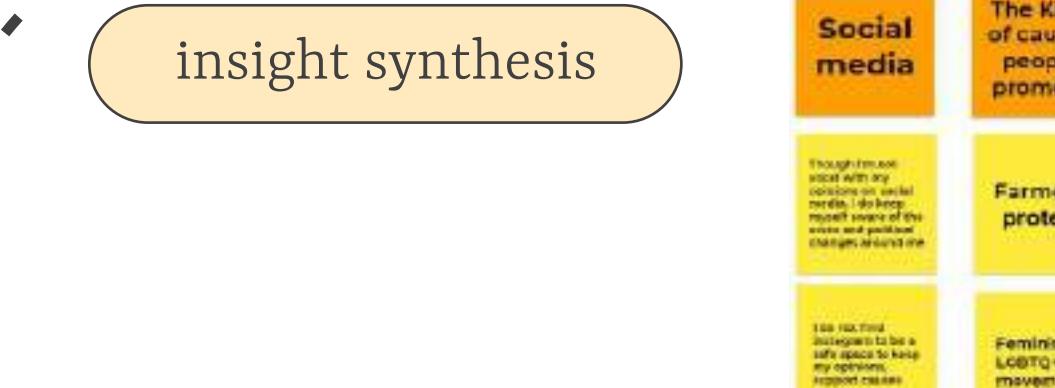
major challenges

- Understanding the context setting of rural areas.
- Designing for areas with low technical literacy
- Understanding the primary healthcare sector

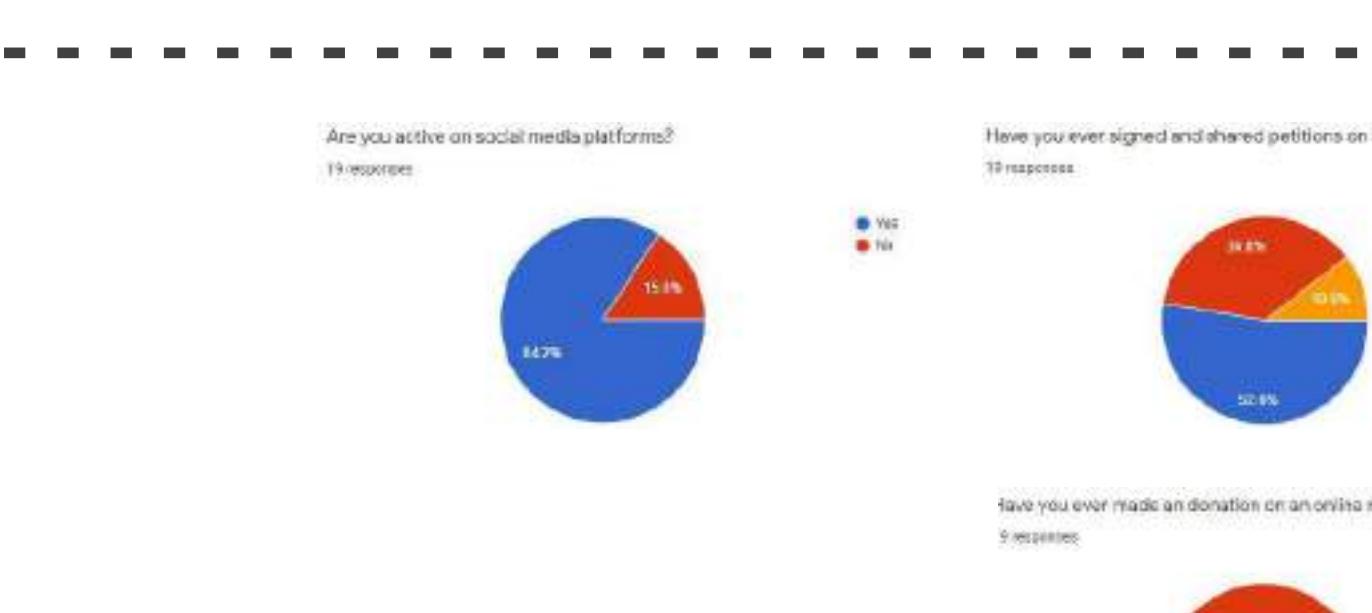
key learnings

- Designing for inclusivity and accessibility
- Principles of service designs - building complete loop services
- Designing for Artificial Intelligence and Indian context

tools used

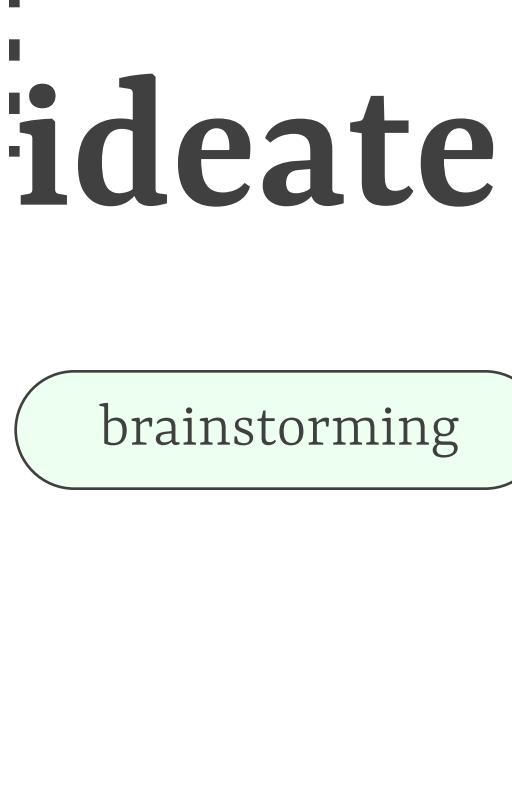


focus areas



research stage

discovery

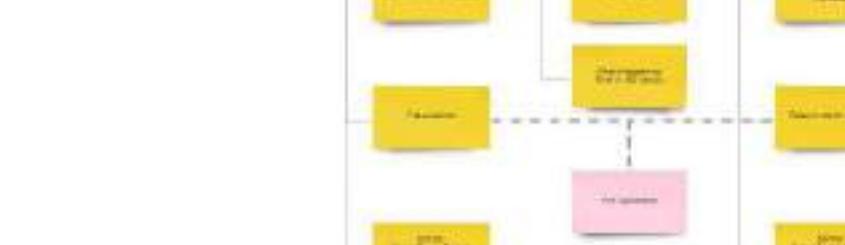


People Donate ₹ 16 Crore For Mumbai Child Who Needed Most Expensive Drug

In just 42 days, more than 2.6 lakh people donated enough money to pay for the one-time gene therapy Zemigema for Spinal Muscular Atrophy.

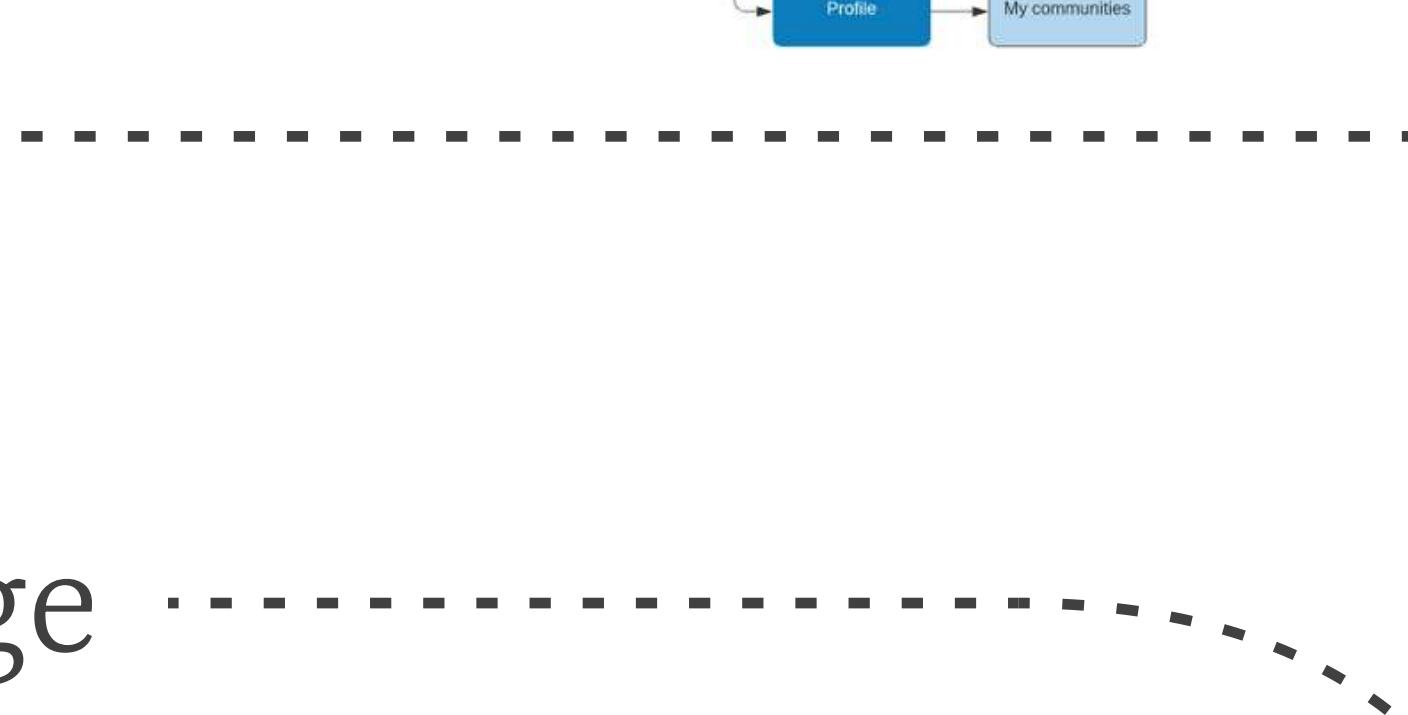
[Read More](#)

Online petitions work best when you do more than just sign

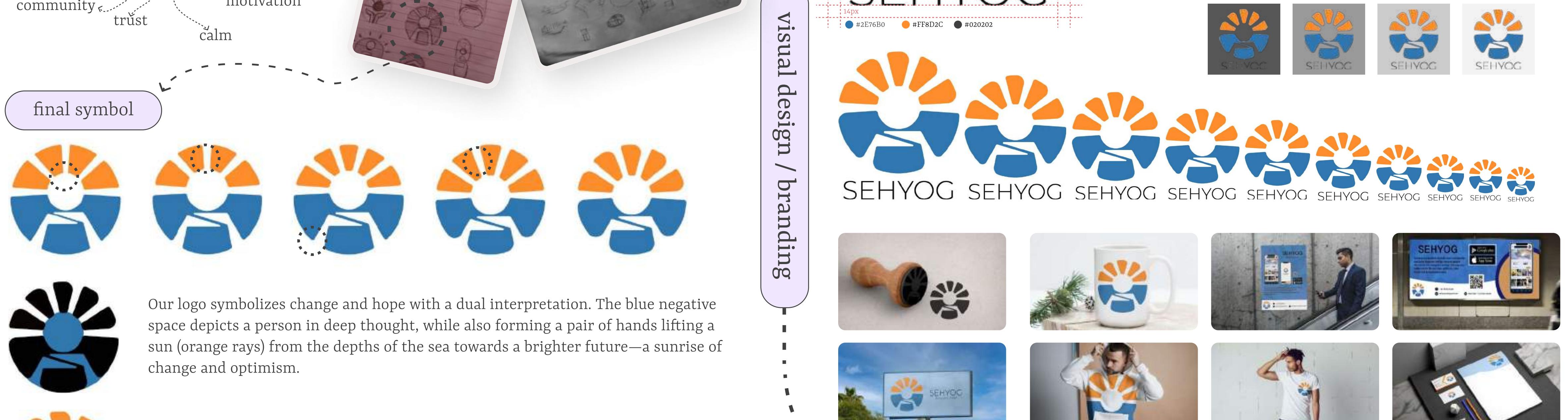
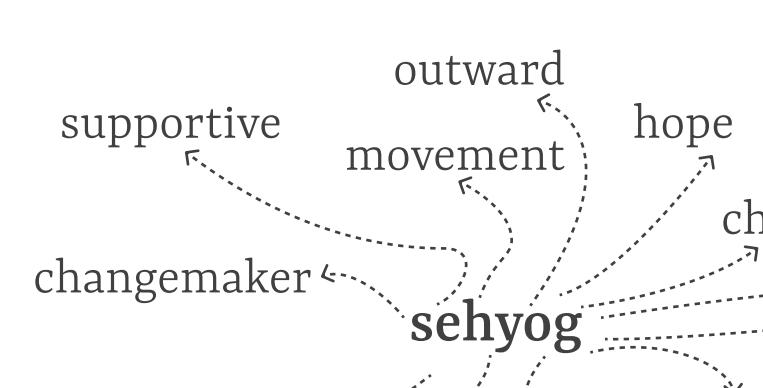


ideate stage

brainstorming



scenario & user flow

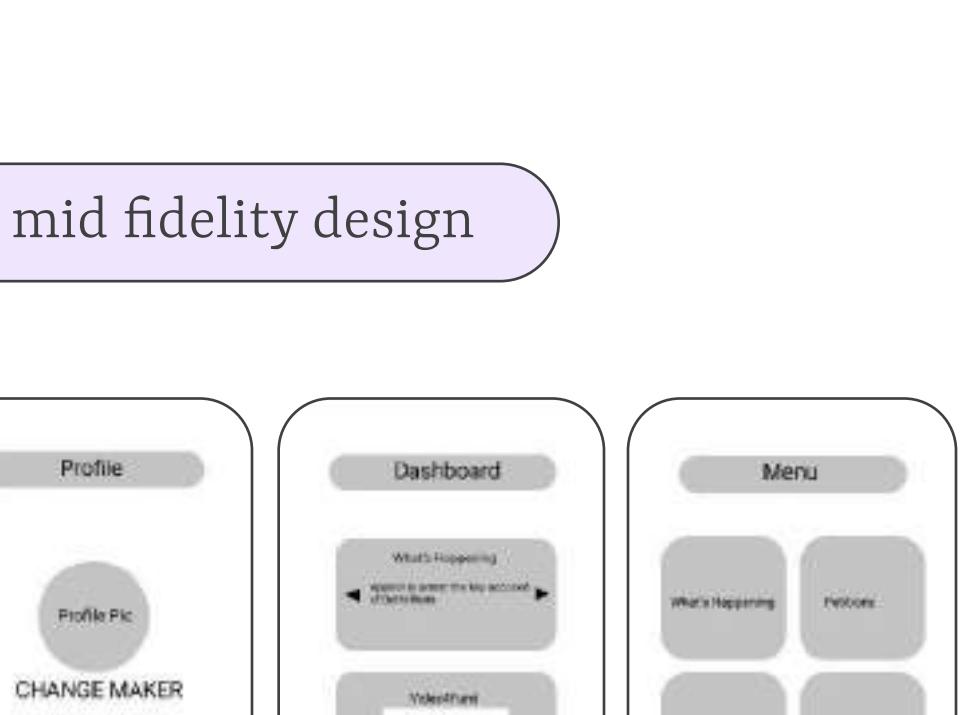


design stage

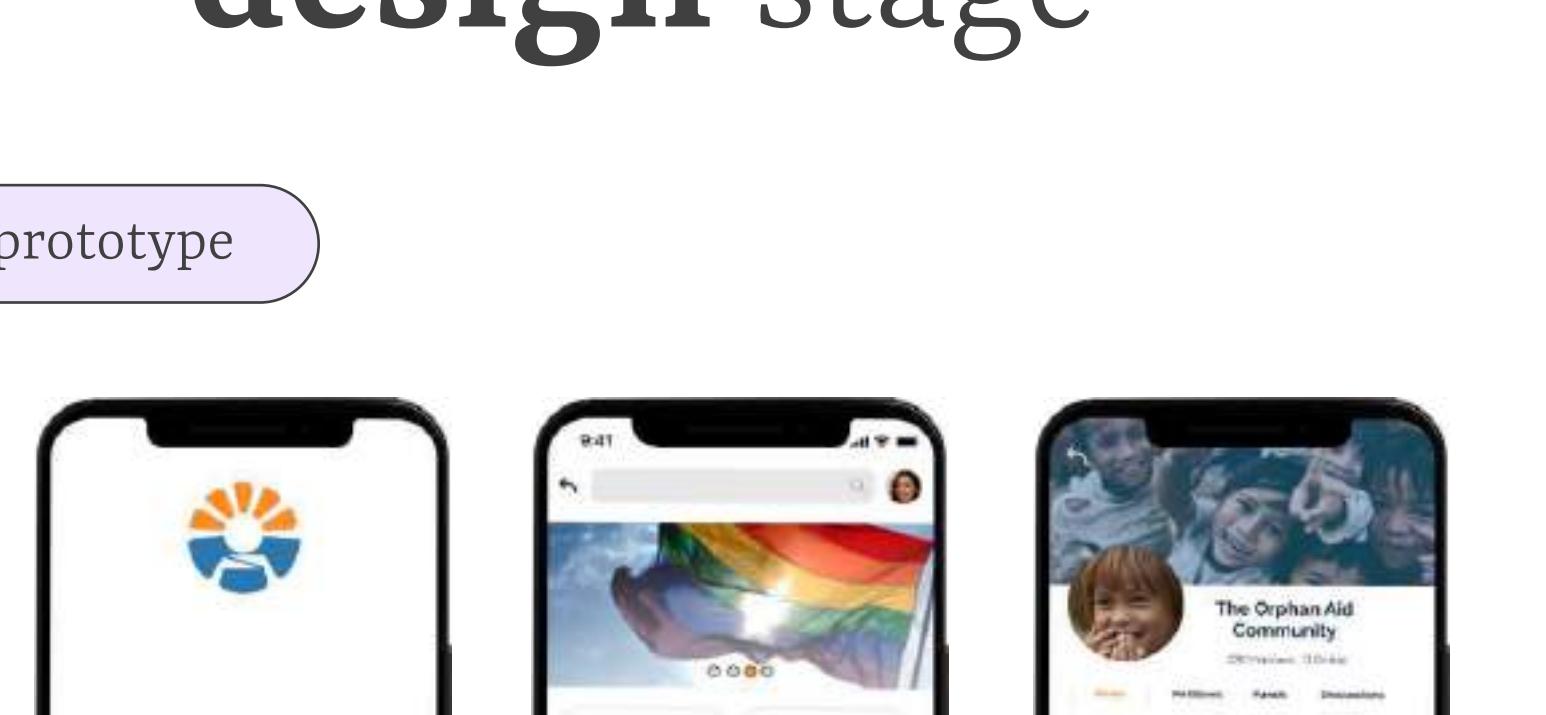
attributes

supportive, outward movement, hope, open, change, community, trust, changemaker, sehyog, movement, motivation, calm, confidence, movement, hope, open, change, community, trust, changemaker, sehyog, movement, motivation, calm, confidence.

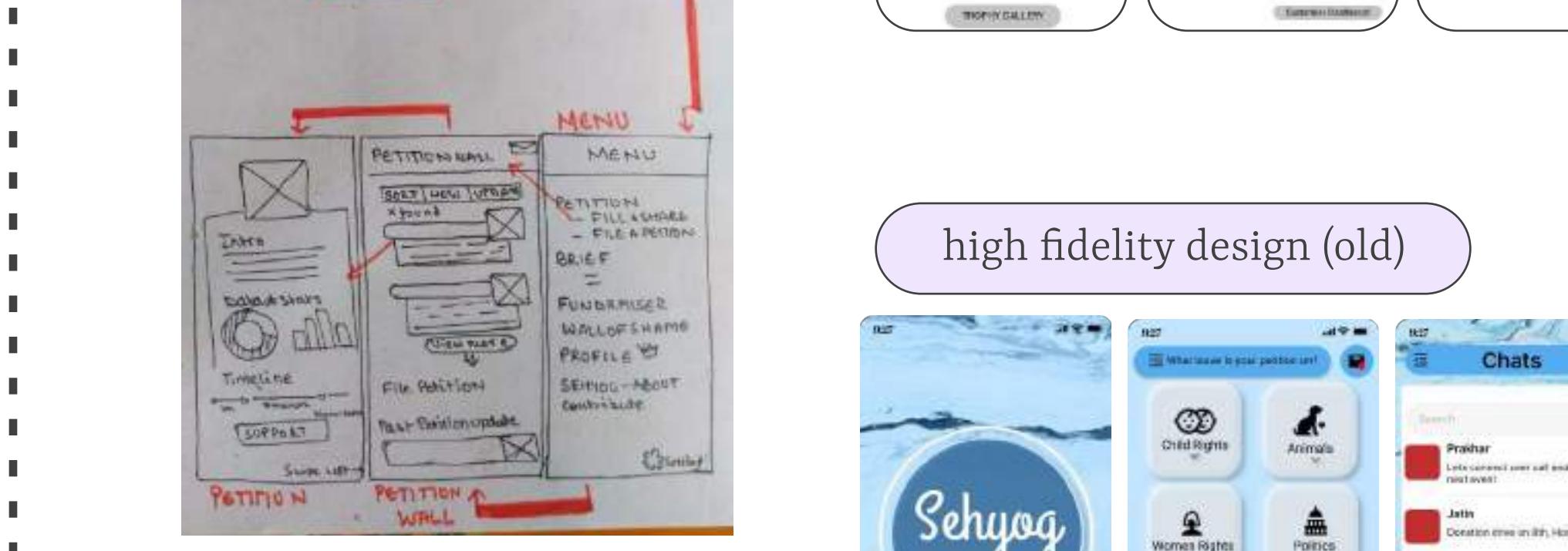
sketching



visual design / branding

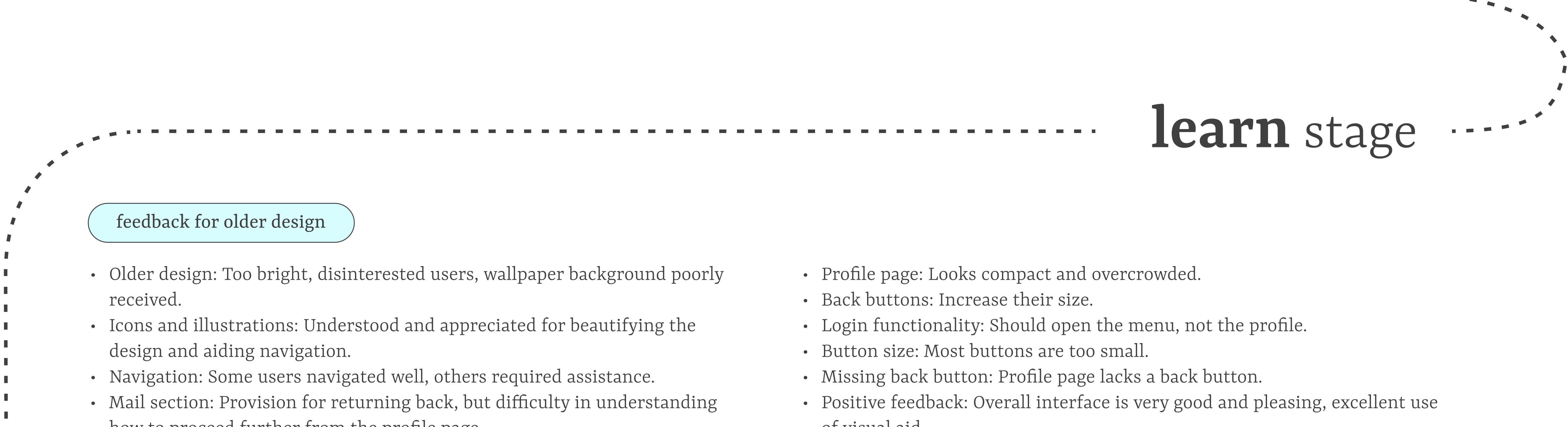


final symbol

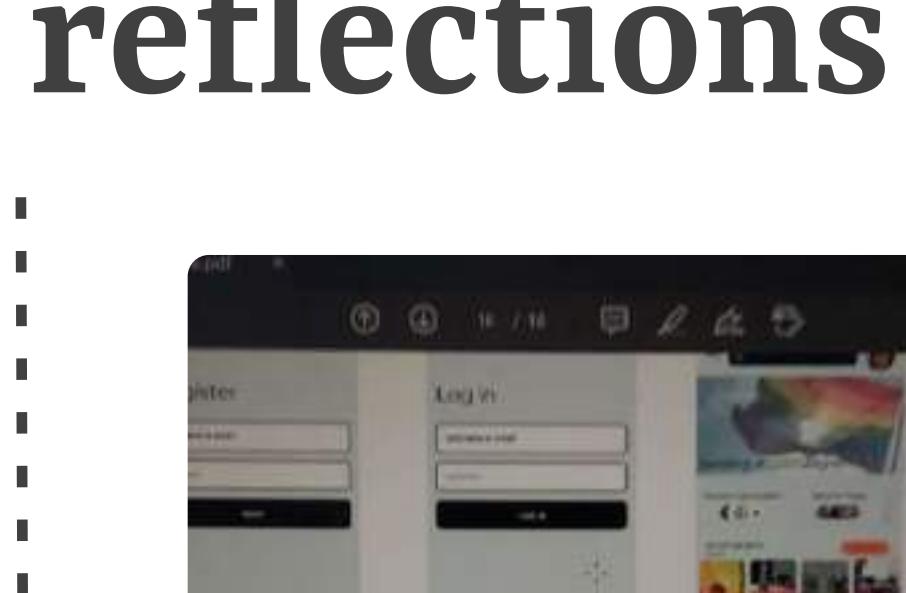


Our logo symbolizes change and hope with a dual interpretation. The blue negative space depicts a person in deep thought, while also forming a pair of hands lifting a sun (orange rays) from the depths of the sea towards a brighter future—a sunrise of change and optimism.

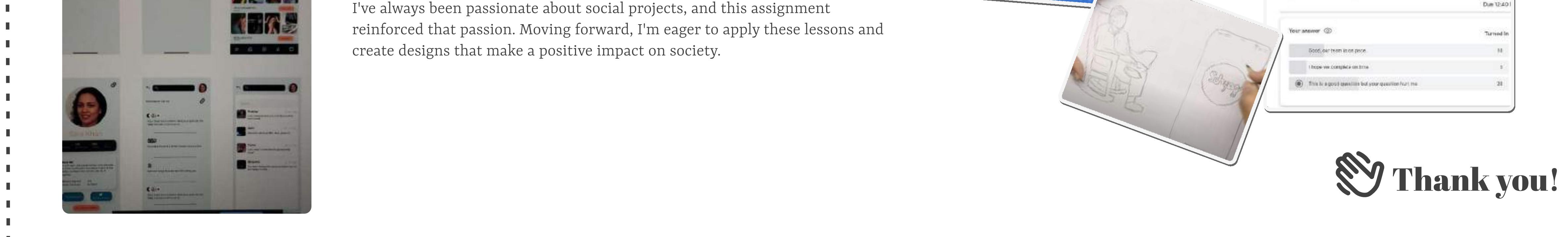
Our logo embodies enlightenment and wisdom with radiant orange rays, reflecting dedicated efforts towards others' growth. It symbolizes the dawn of new opportunities and the collective movement for change, as people unite as the fifth pillar of democracy, working together in a clockwise direction.



reflections



Project Sehyog was my first complete design project, where I delved into branding, visual design, logo design, and UI design. Looking back in my fourth year, I realized there were areas for improvement, especially in the UX. Nonetheless, this experience helped me grow as a designer and researcher. I've always been passionate about social projects, and this assignment reinforced that passion. Moving forward, I'm eager to apply these lessons and create designs that make a positive impact on society.



feedback for older design

- Older design: Too bright, disinterested users, wallpaper background poorly received.
- Icons and illustrations: Understood and appreciated for beautifying the design and aiding navigation.
- Navigation: Some users navigated well, others required assistance.
- Mail section: Provision for returning back, but difficult in understanding how to proceed further from the profile page.
- Task flow: Appears archaic.
- Font color: Some screens need darker font color.

- Profile page: Looks compact and overcrowded.
- Back buttons: Increase their size.
- Login functionality: Should open the menu, not the profile.
- Button size: Most buttons are too small.
- Missing back button: Profile page lacks a back button.
- Positive feedback: Overall interface is very good and pleasing, excellent use of visual aid.
- Improvement needed: Some pages are not understandable.

process

