Prateek Mehra
UX DESIGNER

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UX PROJECTS

Clothing the Recycling Gap / UX Research & Design

October 2018 - December 2018, UW HCDE Course Project

Prototyped a mobile app to help households in King County recycle their clothes. Shared findings with King County and City of Seattle.

NavAR Glasses / UX Design & Video Prototyping

October 2018 - December 2018, UW HCDE Course Project

Conceptualized a navigation experience for glasses based on a competitive product survey and user interviews.

Virtual Auto Expo / Data Visualization & UX Design

October 2018 - December 2018, UW HCDE Course Project

Designed and developed a dashboard to help automobile buyers and businesses compare vehicles on performance and industry standards using D3.js.

Go! Classroom / UX Design & Development

April 2014 - May 2014, IIITD, HCI Course Project

Designed and developed an Android application for reservation of classrooms and sending reminders about lectures and venues to students.

WORK EXPERIENCE

Myntra / Product Design & Development

India's largest fashion e-commerce platform

Software Engineer

July 2015 - October 2016

- Prototyped a look generation Fashion bot
- Shipped a workflow management system; designed and developed the UI for seamless fabric acquisition
- Improved reliability for high throughput services (likes and user profile) in story distribution platform (scaled to 10x throughput)
- Re-engineered scheduling and expiration flows on in-house content moderation (frontend) and publishing (backend) services

Software Engineer Intern

December 2014 - April 2015

Prototyped a gesture-based AR application simulating a trial room experience with real-time cloth simulation.

RECOGNITIONS

Winner Boeing Innovation Challenge January 2019
Finalist Facebook's Design in the Wild contest January 2019

EDUCATION

University of Washington
MS in Human Centered Design and Engineering

September 2018 - May 2020

GPA: 4.0

Electives: User-Centered Design, Information Visualization, Video Prototyping, Visual Communication

IIIT-Delhi
BTech in Computer Science and Engineering

July 2011 - May 2015
GPA: 8.97/10

SKILLS

UX Methods

Storyboarding
Interaction Design
Wireframing
Video Prototyping
Rapid Prototyping
Visual Communication
Survey
Contextual Inquiry
Interview
Affinity Diagrams
Usability Testing

Tools

Sketch
Adobe Creative Suite
InVision
Unity
FCPX/Motion

Development

HTML/CSS
JavaScript
Python
Java