Prateek Mehra

Experience Designer

WORK EXPERIENCE

06.2019 - 08.2019 **Delta Air Lines, The Hangar**

World's second largest airlines' Innovation Center

Innovation Intern - Experience Design

Designed the user experience for a baggage transfer service. Designed concepts for the future of human-machine interaction in below-wing

operations.

Myntra / Product Design & Development

India's largest fashion e-commerce platform

07.2015 - 10.2016 **Software Engineer**

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 in story distribution platform (scaled to 10x

12.2014 - 04.2015 Software Engineer Intern

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

cloth simulation.

UX PROJECTS

01.2019 - 03.2019 Cascade Bicycle Club Redesign / Visual Design

Redesigned the club's website and created a brand guide which could help them communicate their message more effectively and bring more

members & volunteers onboard.

01.2019 - 03.2019 **Expedia / UX Research**

Conducted 7 usability tests to improve Expedia's Lodging Shopping experience. Compiled a usability report tracing issues, bugs and enhancements with recommendations to improve

10.2018 - 12.2018 Clothing the Recycling Gap / UX Research & Design

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

10.2018 - 12.2018 Virtual Auto Expo / Data Visualization & UX Design

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

using D3.js.

RECOGNITIONS

01.2019 Winner Boeing Innovation Challenge01.2019 Finalist Facebook's Design in the Wild

INFO

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pmehra@uw.edu 206.953.0401 Seattle, WA

EDUCATION

University of Washington

MS in Human Centered Design and Engineering 09.2018 - 05.2020

GPA: 3.96

IIIT-Delhi

BTech in Computer Science

and Engineering 07.2011 - 05.2015 GPA: 8.97/10

SKILLS

UX Methods

Interaction Design

Motion Design

Wireframing

Video Prototyping

Rapid Prototyping

Visual Communication

Storyboarding
User Journeys
User Personas
Survey Design
Contextual Inquiry
Usability Testing

Tools

Sketch

Adobe Creative Suite InVision + Studio Principle Marvel

Final Cut Pro

Development

HTML/CSS3 JavaScript Python Java