Prateek Mehra
UX DESIGNER

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EDUCATION

PRESENT
SEP 2018
University of Washington
MS in Human Centered Design and Engineering
Electives: User-Centered Design, Information Visualization, Video Prototyping, Visual Communication
GPA: 4.0

MAY 2015
JUL 2011
IIIT-Delhi
BTech in Computer Science and Engineering
GPA: 8.97/10

WORK EXPERIENCE

OCT 2016
JUL 2015
Myntra, Software Engineer
India's Largest Fashion E-commerce Platform | Bangalore, India

Product Design & Development
- Prototyped a look generation Fashion bot
- Shipped a workflow management system; designed and developed the UI for seamless fabric acquisition
- Shipped and tested multiple services and libraries with integration tests

Platform scaling/re-engineering
- Improved reliability for high traffic likes and user timeline services in story distribution platform (scaled to 10x throughput)
- Re-engineered scheduling and expiration flows on in-house content moderation (frontend) and publishing (backend) services

APR 2015
DEC 2014
Myntra, Software Engineer Intern
India's Largest Fashion E-commerce Platform | Bangalore, India
Prototyped a gesture-based AR application simulating a trial room experience with real-time cloth simulation.

JUL 2014
MAY 2014
Indian Academy of Sciences, Research Fellow
IIT Ropar, India • Indian Institute of Science Bangalore, India
Aimed at finding a signature of aesthetic experiences (or emotional responses) for making a super-hit Bollywood movie.

AWARDS

JAN 2019   **Winner** – Boeing Innovation Challenge
JAN 2019   **Finalist** – Facebook's Design in the Wild contest

UX PROJECTS

Clothing the Recycling Gap
UX Research, Design and Prototyping
Mobile app to help households in King County recycle their clothes with ease and purpose.

NavAR Glasses
Video Prototyping
A prototype of navigation glasses (spectacles) set in the imminent future.

Virtual Auto Expo
Data Visualization
Assists automobile buyers and industry insiders in comparing vehicles & brands based on performance and industry standards.

Go! Classroom
UX/UI & Development
Android application for reservation of classrooms and sending reminders about lectures and venues to students.

SKILLS

UX Methods	Tools
Interaction Design	Sketch
Wireframing	Adobe CS
Video Prototyping	InVision
Rapid Prototyping	Unity
Storyboarding	FCPX/Motion
Survey	
Contextual Inquiry	**Programming**
Interview	
Affinity Diagrams	HTML/CSS
Usability Testing	JavaScript
Visual	Python
Communication	Java