



Rick Dé *'rdtect'*

Product [UI-UX] Designer

CONTACT

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SKILLS & TOOLS

UX/UI & Interaction Design:

Proficient in user-centered research, wireframing, prototyping, usability testing, and visual design.

Tools: Figma, Adobe XD, Balsamic, Excalidraw.

3D Modeling, Animation & Metaverse Development:

Expert in creating 3D models, animations, and immersive VR and AR environments.

Tools: Blender, Spline, Unity, Unreal Engine.

Design Thinking & Strategy:

Adept at design thinking, creative problem-solving, user research, and innovation.

Tools: MindMaps, Sketching

Visual Communication:

Skilled in illustration, graphic design, typography, color theory, and layout design.

Tools: Adobe & Affinity Creative Suite

Coding & Web/App Development:

Proficient in HTML, CSS, JavaScript, and SvelteKit.

Tools: HTML, CSS, JavaScript, SvelteKit, Tailwind.

Project Management:

Experienced in prototyping, user research, coding, Agile, and Kanban methodologies.

Tools: Git, GitHub, Asana, Jira, Trello, Notion

EDUCATION & CERTIFICATIONS

Bachelor of Architecture

Shri Mata Vaishno Devi University, 2014

NFT Course with Artist KK Raghava

Growth School, 2021

Certified UI/UX Designer

Kaarwan Academy, 2021

Pursuing

PGPEX - MIT ID and Google UX Course

PROFILE

Passionate Product Designer with 5 years of experience in UX/UI design and a decade in architectural design. Proven expertise in user research and analysis, design thinking and strategy, prototyping, & 3D visualization. Renowned for designing products that resonate with users, enhance experience & drive business success.

SIGNIFICANT PROJECTS

LetsCollect.live (2022):

Led Product Design & Web3 Architecture for LetsCollect.live, an NFT platform that transformed film production by crowdfunding 'Ilm', the first-ever NFT-backed Bollywood movie. Now streaming on Disney+ Hotstar and acknowledged by the World Book of Records.

Fikka.io (2022):

Directed product design for Fikka.io, a pioneering NFT marketplace and WEB3 social media platform, enhancing user interaction and experience in the digital assets space.

Maple Org Tech (2022):

Leveraged design thinking and user research to revolutionize product design, enhancing supply chain interactions and consumer engagement within the organic fertilizer manufacturing industry.

RoledIn (2021):

Redesigned a complex system for learning, planning, and customer management. Simplified user interactions based on feedback and design cycles. Handled branding and asset creation, delivering the MVP.

EXPERIENCE

Product Design Lead | QuantLabs (April 2022-Present)

Currently directing product design initiatives for a company specializing in web3 and metaverse services. My accomplishments comprise of boosting user engagement by 10%-20%, developing various successful metaverse platforms as PAAS, and designing an array of web3 and digital products tailored for B2B enterprises.

Principal Architect and Designer | Studio ArcX (2014-2021)

Crafted 3D spatial environments for an array of projects, concurrently establishing the firm's digital identity with a substantial web presence.

Assistant Professor | DIT University (2018-2019)

Taught and practiced architecture and UI/UX design, in addition to leading the design of the annual magazine and department website.

Assistant Professor | Manav Rachna University (2016-2017)

Lectured on architecture and design, played an integral role in the innovation department, designing events and spaces.

Architect & Designer | RMC Pvt. Ltd (2013-2015)

Participated in the design of an array of architectural projects ranging from apartments to factories. Additionally managed graphic design, diagramming, and data visualization for project reports. Assisted with branding and graphic design for presentations and promotions.