Roshan G Rahman

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SUMMARY

Aspiring UX Designer, with a background in fullstack development. Passionate about making well designed products, and have experience crafting simple, coherent and user friendly interfaces.

EXPERIENCE

UI Engineer (React) | iVoyant Systems | Bangalore | November 2020 – Present
· Built several features and improved the codebase of a data management project built with React and Redux. Worked closely with a team of 3 people to introduce new functionality, increase stability with bug fixes, improve documentation and test the application.
· Scaffolded and built an in-house project for enterprise development, with focus on good industry practices like proper documentation, Localization support and unit testing.
· Took on UX Design responsibilities for this project additionally, and used my knowledge of UX Design tools to introduce new screens and suggest improvements to the product's user experience.

Product Engineer Trainee (Backend) | Codingmart Technologies | Coimbatore | December 2019 – October 2020
· Built microservices in Golang that introduced new features that the existing use cases can consumed. Built architecture from scratch, and carried over my design skills to better understand the use cases and design the architecture to develop the best fitting, scalable solution.
· Built several projects involving popular web technologies, including Django, React and Angular. Developed a hospital appointment booking system in Django supporting OAuth, E-mail verification and reminders, multiple users and a zero-framework frontend built with plain, scratch CSS that boosted my CSS layout and design skills.

Research / Usability Testing Intern | Baduga (bluCursor Technologies) | Remote | July 2018 – August 2018
· Contributed detailed feedback on the application's performance and usability, and helped make it more robust and user friendly. Improved navigation by making content properly categorised.
· Collaborated with the project's lead to help improve user experience, and designed mock-ups to suggest usability improvements in the interface.

PROJECTS

Magic Movies – a comfortable and rewarding movie ticketing app | Personal Project | February 2022 –March 2022
· As a personal UX project, I designed a mobile ticketing app that focuses on giving users a comfortable and rewarding experience, including features to make their post-booking experience easier.
· I designed this project as a part of Google's UX Design Professional Certification.

CS Entry – A Mark Entry & Processing System | Team Project | January 2019 – March 2019
· Designed the user interface for the mobile version, and supported the developers throughout the project encompassing 2 months until its deployment to over 30 staff members, handling marks of over 300 students.
· I also took up the frontend development of the administration web panel, which was developed with Vue.js, GraphQL and Vuetify.

EDUCATION

Google UX Design Professional Certification | 2022

Bachelor of Engineering in Computer Science & Engineering | SNS College Of Technology | Coimbatore, India | 2020

SKILLS

UX Design: User & Market Research, Problem Definition, Wireframing, Interface Design, Prototyping, Testing

Tools: Figma, Adobe XD

Programming: HTML, CSS, JavaScript, TypeScript, Sass, React, Django (Python), Flutter (Dart), Golang