Ruturaj Eksambekar
EXPERIENCE DESIGNER

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Experience

UX Design Intern | ADP   MAY'18 – AUG '18

- Worked on ADP's flagship product having **70K+ customer companies.**
- Designed end-to-end workflow and interactions for a completely new payroll processing experience. Involved in user research and usability testing for design.
- Collaborated with PM, PO, Researchers, Designers and Developers. Practiced **remote collaboration** for design process.

UX Lead | Memeois   MAY`18 – CURRENT

- Leading the UX practices for a GT startup that makes consuming and creating memes simple and delightful. Working on this as a **passion project**.
- Designed end-to-end UX flows of both iOS and Android mobile apps resulting in **growth from 30K to 130K active users.**

UX Engineer | Georgia Tech   AUG'17 – CURRENT

- Leading the redesign and development of various data visualizations in the Communities Who Know (CWK) data dashboard website.
- Improved the usability and working towards creating a scalable and shippable application that can be replicated at multiple cities.

Software Developer | Clairvoyant   AUG'16 – JUN'17

- Worked as a full-stack developer on an enterprise project for a major health insurance company in US. Java based project using Spring Boot, Kafka, Spock, MongoDB and Angular2 delivered following **Agile development methodology.**
- Collaborated with design teams from client companies and in-house design studio named Prism.

Selected Projects

Future of Mobility   MAY`18 – CURRENT

Researching various human-human and human-machine interactions in ride sharing services to design a fully autonomous ride sharing service experience.

Arcadia   JAN`18 – MAY '18

Designed an interactive recycling station that gives arcade styled audio-visual feedback based on the user input. Created a delightful experience to motivate users to recycle correctly.

CinemAll   AUG`17 – DEC '17

Designed a mobile application to improve the in-theater movie experience for the visually impaired users who use theater provided descriptive video devices while watching movies.

Education

MS Human-Computer Interaction
Georgia Institute of Technology
AUG'17 – MAY'19

BE Computer Engineering
Maharashtra Institute of Technology
AUG'12 – MAY'16

Skills

UX Design

Brainstorming, Affinity Mapping, Personas, Scenarios, Experience Mapping, Storyboading, Information Architecture, Rapid Prototyping, Micro-interactions, Information Visualization, 3D modelling, Physical Prototyping.

UX Research

Interviews, Surveys, Contextual Inquiry, Heuristic Evaluation, Card Sorting, Cognitive Walkthrough, Usability testing, Google Analytics.

Tools and More

Sketch, Adobe Creative Suite, Balsamiq Mockups, Invision, Principle, Axure RP, Framer, Zeplin, Mural, Solidworks, Unity. HTML/CSS, JS, AngularJS, Android Studio, Xcode, D3, Java, C++, Python, Processing, Arduino, Tableau.

Leadership

Organizer

Numerous team building events and outings at Clairvoyant.

Event Head

For Texephyr 2016, technical festival of MIT-Pune having **10K student participants**.