




# Ruturaj Eksambekar.

## Experience Designer

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## Skills.

### UX Design

Brainstorming  
Personas  
Storyboarding  
Wireframing  
Prototyping

### UX Research

Competitive Analysis  
Contextual Inquiry  
Interviews  
Affinity Mapping  
Card Sorting  
Cognitive Walkthrough  
Heuristic Evaluation  
Usability testing

### Tools

Sketch  
Adobe Illustrator  
Adobe Photoshop  
Adobe XD  
Balsamiq  
Justinmind  
Invision  
Principle

### Programming

AngularJS  
JavaScript  
HTML  
CSS  
Java  
Arduino

## Leadership.

**Organizer**, numerous team building events and outings at Clairvoyant.

**Event Head** for Texephyr 2016, annual college technical festival.

## Education.

### Georgia Institute of Technology | Atlanta

Masters in Human-Computer Interaction (HCI)

AUG 17 - MAY 19  
(EXPECTED)

### Maharashtra Institute of Technology | India

B.E in Computer Engineering

AUG 12 - JUN 16

## Experience.

### Memeois | *UX Lead*

AUG 18 - CURR'

Leading the UX practices for a product which is a go-to solution for everything memes. Designed the **AR experience for memes**. Currently re-designing the IOS mobile application which has **80K active users**.

### ADP | *UX Design Intern*

MAY 18 - AUG 18

Worked on ADP's flagship product having **70K+ customer companies** to design a completely new experience for payroll processing and management through an iterative process based on user research findings. Also involved in user research and usability testing of designs.

### Georgia Institute of Technology | *UX Engineer*

AUG 17 - CURR'

Leading the redesign and development of various data visualizations in the Communities Who Know (CWK) data dashboard aimed to improve the usability and to create a scalable and shippable application which can be replicated at multiple cities in the US.

### Clairvoyant India Pvt Ltd | *Software Engineer*

AUG 16 - JUN 17

Worked as a full-stack developer on an enterprise project delivered to a major health insurance company based in the US. Java based project using Spring Boot, Kafka, Spock, MongoDB and Angular2 delivered following Agile development methodology.

## Selected Projects.

### Arcadia | *Interaction Designer*

JAN 18 - MAY 18

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

### CinemAll | *UX Designer & Researcher*

AUG 17 - DEC 17

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