Ruturaj Eksambekar.

Experience Designer

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in /in/ruturajeks/

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
AUG 17 - MAY 19 (EXPECTED)

Masters in Human-Computer Interaction (HCI)

Maharashtra Institute of Technology | India
AUG 12 - JUN 16

B.E in Computer Engineering

Experience.

Memeois | *UX Lead & Co-Founder*
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 invovled 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.