# VIK KALKAT

## Experience

### Software Engineer - Big Bridge Tech.

Improved UX by implementing lazy loading for images and updating data loading strategy throughout the web app using Angular6 and Django (Python). Worked under tight deadlines to deliver and deploy features using Digital Ocean and AWS.

### UI/UX Designer - Clearbridge Mobile

Worked with Chatr marketing team to define requirements to design interface and user flows for the Chatr mobile app. Collaborated with Universal Studios to design and implement the Extra Features experience for movies such as Fast 7 resulting in a $200,000 deal. Worked with marketing team to design social media content to build brand identity.

### UI/UX Designer - DaVinci Retail

Designed user flows and mockups for merchandise planning app to improve readability and sorting of large datasets. Collected user needs through consistent feedback in an interative design process. Introduced Master-Detail design pattern to improve information overload, resulting in increased user satisfaction by 20% measured through user survey analysis.

### Software Developer - IBM Ltd.

Improved UX of the analytics app by designing and building a user friendly onboarding tool with HTML/CSS and JavaScript to ease learnability. Created workflow for accessible users by implementing a keyboard navigation system..

### Quality Assurance - MedAvail Technologies.

Formulated excel sheets to manage product performance and develop statistical performance reports based on user testing.

## Projects

### Product Design - Posture Perfect

Designed real-time fitness assessment tool for novice gym goers. Interface delivers critical information to users with occupied cognitive resources.

### Product Design - Musical Instrument Redesign

Applied Google Design Sprint framework to quickly ideate design solutions that improve expressivity through instruments. Interviewed musicians to define user needs and collect feedback on rapidly built prototypes.

## Portfolio

www.whoisvik.me

## Education

**Systems Design Engineering**
University of Waterloo
Class of 2019

## Skills

### Design

Sketch, Illustrator, Photoshop, Figma, Invision, AfterEffects.

### Process

User research, user experience, feature specification, wireframing, prototying, user testing.

### Software

HTML5, CSS3, JavaScript, Bootstrap, AngularJS, React, Nodejs, Python, Java, SQL.

## Contact

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