Samyak Sah

Experience Designer
UX Researcher

www. samyaksah.github.io
✉ samyaksah99@gmail.com
▶ Samyak Sah

about

A user experience designer with an aim to create genuine human centric designs that empowers users to live a better life. Likes critical, empathetic and ethical aspects of designing.

design skills

Interaction
Interface
User Research
VisualDesign
Journey Mapping

Motion
Wireframing
Prototyping
Personas

design

Figma
Adobe XD
Photoshop

Illustrator
HTML+CSS
Lightroom

UX/UI Experiences

Brand and Visual Desinger

April 2020 - Dec 2020
Vancouver, Canada
(Internship)

Gynecologic Cancer Initiative

Designed the brand (logo + brand guidelines) for a gyne cancer based research cluster after multiple iterations and user testing. Currently working on the wordpress based website for the initiative that will serve as an information hub

Service Design

Sept 2019 - Dec 2019
Vancouver, Canada
(Academic)

Rain City Games

13-week interaction design project produced alongside Rain City Games, a specialty board game shop located in Vancouver. Created a choose your own adventure card to create meaningful interactions between new board game enthusiasts and the store staff.

Experience and Interaction Design

Nov 2021 - Dec 2021
Vancouver, Canada
(Academic)

Idagio

A series of browser extension tools that utilize the extensive classical music archive existing on Idagio, created to assist and enhance the existing methods of finding new classical music by the fans of the genre.

Experimental Microsite

Sept 2021 - Oct 2021
Vancouver, Canada
(Academic)

Fabrica

A highly experimental post event website to respect the surreal and thought-provoking experience of Fabrica's most aspirational event "What If?".

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3D+video

After Effects
Premiere Pro
Sony Vegas
Autodesk Maya

education

Simon Fraser University

Graduated: Fall 2022

Senior student in the School of Interactive Arts and Technology (SIAT)focusing on interaction design, product design, and user experience.

interests

Destiny 2   Mograph
Risk Of Rain   MCU
Hades   Video Editing

Web and Visual Designer

May 2018 - April 2020
Vancouver, Canada
(Freelance)

Edu Lead International

Created promotional posters (print + digital), signage, merchandise and edited educational videos for a company that facilitates educating teachers. Maintained pre-built php based website and adding pages as required.

Video and Motion Design

Grant Video Production

April 2021 - Sept 2021
Vancouver, Canada
(Internship)

Gynecologic Cancer Initiative

Designed a series of informational videos to be used as for the research done in the initiative. Consisted of heartwarming stories from the cancer survivors along with the crucial development done in the field of Gynecologic Cancer done by the Initiative.

You can enjoy the first video **here**

3D Animation

Oct 2018 - Dec 2018
Vancouver, Canada
(Academic)

Ignition

Ignition is a short 3D animation developed in Autodesk Maya and edited on Adobe programs over a course of a 3 months period.

You can enjoy the video **here**

Paranoia

March 2018 - April 2018
Vancouver, Canada
(Academic)

Videography

Paranoia is short video created over the course of 2 months where we were tasked to learn art direction, videography and editing. The protagonist is able to see her future through the hole in her wall goes in a state of paranoia out of fear.

You can enjoy the video **here**