

Sarthak Marwaha

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[Github](#)

I am a UX generalist who has experience across the board from conducting UX research to designing and developing rich and intuitive web/mobile experiences.

What can I do for you?

- Identify insights from user research
- Design + systems thinking
- Analyze the 'why' behind data
- Identify insights from user research
- Create reusable UI components

How I will do it

- Figma
- Sketch
- React.js
- FOAM
- Swift
- HTML/CSS/JS

Education

Ryerson University

Master of Digital Media

August 2019 — October 2021

Thesis: [Tangible Experience Design Toolkit](#)

Delhi Technological University

Bachelor of Technology

August 2015 — June 2019

Work experience

nanopay Corporation

Team Lead, Product Design

March 2022 — Present

- Managed a team of product designer(s) and UI developer(s) to design and build elegant and intuitive experiences from complex financial flows
- Led and consulted on two new products collaborating with product managers and backend developers to create wireframes and interaction flows.
- Managed and evolved a front end library and design system for the FOAM framework constantly improving ease of use for developers while adding more flexibility for designers
- Partnered with product teams, sales, and customer success to contribute to product strategy and marketing decisions

Software Developer, UX Specialist

March 2021 — February 2022

- Worked closely with the design team, product managers and back-end engineers to implement elegant and reusable front-end solutions across the platform
- Assisted in building and maintaining a customizable, flexible, component-driven design system for the FOAM Framework
- Worked on improving accessibility and responsiveness of the FOAM framework's front end library to make it ready for modern web experiences
- Championed a user-first approach to design, and front-end development and established best practice standards and education programs within the engineering team.

Synlab, Ryerson University

UX Researcher

February 2020 — March 2021

- Designed and developed front-end for the Responsive Ecologies toolkit (RE/tk) using Figma, React, and Javascript.
- Designed a tangible development & authoring environment for novice developers to facilitate rapid prototyping of cross device applications based on the RE/tk Project using Tangible User Interfaces and block based programming.

Info Edge India

UX Design Intern

June 2018 — August 2018

- Collaborated with the User Experience Design team to improve the UI and rethink the design of 'Naukri.com' mobile app. Improved UI was implemented on the existing iOS app.
- Designed and prototyped a new platform for a bike sharing service, using the principles of design thinking, user centered design and design tools including Sketch, Figma and Flinto.