

SUMMARY:

A budding designer, driven by an avid interest in building a creative and accessible User Experience. Seasoned with a passion for User Interface, Visual and Interactive Design while working towards achieving usability increase throughout the work.

EDUCATION:**MASTER'S IN COMPUTER SCIENCE** (Bishop's University, Quebec, Canada)**SEPT 2019 - MAY 2021****Course Work:** Human-Computer Interaction, Computer Game Design, Software Engineering**BACHELOR'S IN COMPUTER SCIENCE AND ENGINEERING** (Anna University, Chennai, India)**AUG 2015 - APR 2019****Course Work:** Programming and Data Structure, Graphics and Multimedia, Database Management System**SKILLS:**

- **Design Tools:** Figma, Adobe XD, Sketch, Adobe Creative Suite, Photoshop, Zeplin, Unity, Blender
- **UX Design:** Persona, Empathy Mapping, Sprint, Rapid Prototyping, Wireframe, Site Mapping, User flow, Mockup
- **UI Design:** Interactive design, Visual Design, UI Prototyping, Visual Design, Web Design
- **Programming Languages:** HTML, CSS, JavaScript, React, Python, C, C++, C#
- **Certification:** Google UX Design Professional Certificate

WORK EXPERIENCE:**TECHNICAL CONSULTANT** – (CGI, Sherbrooke, Canada) Part Time**APR 2020 – PRESENT**

- Assisted Multinational bank employees across North America for IT-related issues or requests over telephone and email.
- Create incidents in ServiceNow, monitor the status and progress towards resolution of assigned incidents.
- **Tools:** ServiceNow, Azure Active Directory, PowerShell

UX UI Design Intern (Gravitech Solutions, India)**JUN 2018 – JUL 2019**

- Re-designed existing UIs to better adapt to Android and iOS devices. Abandonment rate on mobile apps decreased 25%
- Collaborated with designers for creating a design system to set clear standards for applications
- Assisted the senior designers to develop modern interfaces which provide an intuitive interaction and user experience
- Brainstormed creative ideas with the team and created paper storyboards during weekly sessions
- Designed detailed Wireframing and Prototyping while collaborating in design sprints with other designers

PROJECTS:**SELF-CARE MOBILE APPLICATION, UI/UX DESIGN - [Figma link](#)****JAN 2021 - MAR 2021**

- Designed an iOS Application to purchase self-care products online using the pre-existing web application.
- Identified the Problem Statement with Qualitative Research and KPIs by empathizing
- Conducted Feedback Survey and Usability Study to understand pain points of the end-user
- Identified Biases and expressed the need to overcome them through Personas, User Stories and Empathy Maps
- Executed Competitive Audit to further investigate the features and designs implemented by competitors
- Researched the existing Wireframe to identify Pain Points in the new design to improve User Experience

FLOWERS and BOUQUET E-COMMERCE APPLICATION, UI/UX Design - [Figma link](#)**FEB 2021 - MAR 2021**

- Designed a Web Application to purchase flowers and its bouquet online with a subscription plan
- Conducted Foundational Research to identify the problem statement and brand identity of the company
- Eliminated Biases such as Implicit and Sunk Cost Fallacy using Empathy Map, and User Stories to express the user's perspective.
- Modeled the Paper Prototype using Lorem Ipsum to bring an idea and understanding to the design for conversion to a High - Fidelity Wireframe, to conduct a usability study, and identify pain points
- Designed Mockups following the visual and typographic hierarchy to synthesis design

TOWER DEFENSE GAME – UNITY ENGINE - [Play store link](#)**SEPT 2020 - DEC 2020**

- Developed an android game using Unity Game Engine and C#. The 3D game was published in Google Play Store.