

Shivam Goyal

UI/UX Designer

+91 - 9085730109
goyalshivam02@gmail.com
Portfolio:// shivam.studio
LinkedIn:// shivam-goyal

EDUCATION

B.DES

DESIGN

IIT Guwahati | 2018

Cum. GPA: 7.9 / 10.0

SENIOR SECONDARY

CBSE | 2013 | G.Noida, India

Grade: 91.8%

SECONDARY

CBSE | 2011 | G.Noida, India

Cum. GPA: 10.0 / 10.0

COURSEWORK

Interaction Design
Usability Engineering
Fundamentals of Ergonomics
Graphic Design
Creativity and Innovation
New Media Design

SKILLS

Design Skills

UX and UI Design • Usability
Evaluation • Persona Creation •
Scenario Building • User Journey
creation • Mind Mapping •
Wire-framing • Information
Architecture • Prototyping

Design Tools

Sketch • Adobe Photoshop • Adobe
Illustrator • Balsamiq

Prototyping Tools

InVision • Protopie • Framer.js •
Principle

Programming Languages

C++ • Python

Web Technologies

HTML • CSS • Javascript • jQuery

Operating Systems

Windows • Mac OS

EXPERIENCE

TESTBOOK.COM | UI/UX DESIGNER AND PROTOTYPER

July 2018 - Present | Mumbai, India

- Conducted user research at the habitat of users in the city of Delhi and Patna. Interviewed more than 40 people and analyzed the data to make the correct persona and user journey of their entire work cycle.
- Designed high-fidelity prototypes to conduct user testing and showcase the early working of the product to the investors and stakeholders.
- Conducted user testing for several projects with many users to find user behaviour and usability issues. Analyzed the testing data to measure the efficiency and effectiveness of the product and deliver possible solutions to improve the current design.

SOCIETE GENERALE | USER EXPERIENCE DESIGN INTERN

May 2017 - July 2017 | Bangaluru, India

- Worked across many different projects in an agile environment with different teams by collaborating with developers, managers and business analysts.
- Brought the old and slow legacy software to the new web platform to increase the engagement and efficiency of the user.
- Identified easy-to-fix usability issues by conducting a quick heuristic markup.

IIT GUWAHATI | GAME DESIGN INTERN

May 2016 - June 2016 | Guwahati, India

- Build an educational board game from scratch to teach fractions to the children of age 10 and above.
- Tested the prototype with more than 20 children at different stages of development for feedback and improvements.
- Received positive feedback from children, teachers and parents and was actually able to help children with visualizing fractions in a real sense.

PROJECTS

LILY : THE CHATBOT

March 2017 - April 2017 | Prof. Pratul Kalita, Dept. of Design, IIT Guwahati

Conceptualized a chatbot for kiosks, that can be installed in the schools to teach english to the students of rural areas of Assam. This project involved qualitative field research, ideation, mockup creation and finally development of a prototype in Android SDK.

SMART SHOPPING APP: AN ONLINE APP FOR OFFLINE SHOPPING

December 2016

Designed an app for offline stores that uses computer vision and machine learning to combines the comfort of online shopping with better experience of the offline shopping.

INTERESTS

Future Technologies • Machine Learning and Deep Learning • Movies • Guitar • Football • Video Games • Blues Music