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SHASHANK.JAIN
PRODUCT DESIGNER // UX + UI + INTERACTION

Education

MS in Information Studies
UX Design and HCI Track
University of Texas, Austin
2018 - Present
GPA - 4.0

Bachelor of Architecture
School of Planning and
Architecture, New Delhi
2011 - 2016
GPA - 4.0

Skills

Design
User Experience
Journey Maps
Storyboarding
Wireframing
Prototyping

Research
Interviews & Surveys
Competitor Analysis
User Persona
Contextual Inquiry
Usability Testing

Tools
FramerX   Principle
Sketch   AdobeXD
Figma   InVision
Photoshop   Illustrator
Indesign   Animate
AutoCAD   Revit

Development
React
Javascript
HTML/CSS

Relevant Courses at UT
Interaction Design
Design Thinking
Advanced Design for AI
Usability

Experience

UX Designer & Developer | University of Texas, Austin
February 2019 - Present, Austin | Graduate Research Assistant
• Conducting literature review and research on child psychology to understand their cognitive ability, reasoning, logic, memory and how to design for them.
• Designing and developing voice interface based educational application to teach children English through stories and quizes on Amazon Alexa. (Javascript + Node.js)
• Developing a teaching plan to implement app and complement classroom teaching.

UX Designer & Developer | Image and Video Computing Lab, UT Austin
January 2019 - Present, Austin | Graduate Research Assistant
• Designing and developing web-based tools to support the creation of technologies for Artificial Intelligence and Accessibility | Volunteer

Architect | WAL+L
January 2018 - April 2018, New Delhi, India
• Improved customer experience by designing the branding guidelines and visual design language (both visual and architectural) for Maruti Suzuki showrooms
• Conducted research and interviews to understand customer psychology, and analyzed customer behaviours and mental models while shopping for automobiles.

Key Projects

Sense.i - Mental Healthcare System
September 2018 - December 2018 | University of Texas, Austin
• Designed a cross-platform application for mental therapy that help patients recieve better treatment by streamlining therapy process and making it more effective.
• Conducted subject matter expert, therapist and patient interviews, literature review, and competitive analysis to understand problems regarding anxiety treatment.
• Created user personas and user journey maps to understand users better.
• Isolated pain points and gaps in the treatment and ideated potential solutions.
• Created sketches, wireframes, mockups and low fidelity prototypes to iterate ideas.
• Conducted 12 user testings with therapists in person and through online testing services. Analysed feedback and used RITE method to iterate and refine.
• Delivered a high fidelity working prototype that greatly improves mental therapy.

Office Management Application
• Conducted literature reviews and user interviews to understand the paint points in office team work collaboration
• Delivered high fidelity mockups of office work management application through wireframes, iterations and usability testing.

Achievements

Teaching Autonomous Vehicles to Behave - 1st Position
Hackathon @ University of Texas, Austin - November 2018 | Team of 3
• Won first position for delivering a high fidelity prototype to teach autonomous vehicles social and cultural traffic norms through crowd sourcing and machine learning.