SRIRAM PK

UI/UX DESIGNER

PORTFOLIO

srirampk.com

CONTACT

7044512969
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SKILLS

DESIGN

Storyboarding , Journey mapping, User personas, Wireframing, Interactive prototypes, Information Architecture, Visual design, Atomic design, Design systems.

RESEARCH

A/B testing, Contextual inquiry, Wizard of Oz, Affinity diagrams, Flow and sequence models, Think alouds, Heuristic evaluation, Web analytics, Surveys and Usability analysis.

TOOLS

DESIGN	PROTOTYPING
Sketch	Invision
Photoshop	Framer X
Illustrator	Principle
Balsamiq	Marvel
Justinmind	Axure
Zeplin	

DEVELOPMENT

HTML
CSS
Javascript
Swift

ABOUT ME

I am a UI/UX Designer with 4+ years of design experience and a Masters degree in Human Computer Interaction.

I like solving design problems and creating delightful user experiences through research, qunantitative data and my intuition as a designer. I like learning how people think and behave, and I leverage research to design user-centered products and experiences which solve both user and business problems.

My process is hands-on, collaborative, and iterative.

RECENT EXPERIENCE

UI/UX Designer, Apple, California

- Contributing to UI/UX of apple's internal development teams.
- Responsible for Ideation, Research, Wireframes, Prototypes, Designs and Iterations.
- Curated an internal design system library and documented guidelines for those seeking design and UX help.

UI/UX Design Intern, Monigle Design, Denver, CO

- Contributed to the UX & UI of new BEAM product features.
- Guided the management, layout and loading of content to client brand management systems.
- Worked closely in support of internal development, product and client experience teams.

Product Designer, Pobyt App, Remote

- Solely responsible for product strategy and product design of this 2yo startup in India.
- Helped successfully ship this mobile app for android and iOS.
- Managed a team of 8 (designers and developers)

PROJECTS

Mercedes Benz

- Completed a design assignment for Mercedes Benz's Future of Transportation
- Responsible for Research, Wireframes, User flows, Prototypes, and Deliverables.

EDUCATION

Masters in Human Computer Interaction

UNC Charlotte

Masters in Software Engineering

VIT University