NITISH HOODA (UI AND VISUAL DESIGN)

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// SKILLS AND WORKFLOW -

• USER INTERFACE DESIGN	• MATERIAL DESIGN	• ZEPLIN, MARVEL, INVISION
• HI-FIDELITY MOCKUPS	• MOBILE DESIGN	• RAPID PROTOTYPING
• VISUAL DESIGN SYSTEMS	• BRANDING	• FRAMER, PRINCIPLE
• SKETCH	• ADOBE CREATIVE SUITE	• W3C VALIDATED HTML5,CSS3
• ADOBE ILLUSTRATOR	• ILLUSTRATIONS	• TYPOGRAPHY

// WORK EXPERIENCE -

STUDYCOPTER (UI DESIGNER)   MAY 2016-OCTOBER 2016

- Revamped the entire UI for the android app and the Studycopter website with user centered design principles.
- Created the design system and documented the UI standards and styles to be used on different mediums for all digital products.
- Created the hi-fidelity mockups, wireframes and prototypes for different features.

CROSSCHECKS (UI AND UX DESIGNER)   OCTOBER 2016-NOVEMBER 2016

- Worked with the co-founders to design effective UI and UX for the application, from sketches to wireframes to mockups and prototypes.
- Worked on several iterations to design the branding, illustrations and the design system for the application.

GOQII (UI AND VISUAL DESIGNER)   OCTOBER 2016-NOVEMBER 2016

- Built a friendly user interface and fun and inviting Illustrations for the Goqii Coach App.
- Worked closely with engineers, product managers and sales department to deliver high quality UI and UX for the coaches to monitor and manage players.

STUDYCOPTER BOOK (UI AND VISUAL DESIGNER)   OCTOBER 2016-NOVEMBER 2016

- Designed the Studycopter Book theme to be elegant, fun and interactive with effective typography and color scheme.
- Designed fun and vibrant illustrations and covers for the book that help in breaking the norm about studies and education being boring.

// PERSONAL PROJECTS -

AMITUSLAB   MAY 2015-PRESENT

● Led the visual design and worked closely with engineers, product managers and researchers to ship multiple rich applications with challenging timelines.

● Architectured the user interface and experience for a complex realtime messaging system between players for Mafia, a multiplayer strategy game.

// EDUCATION -

BACHELOR OF TECHNOLOGY (COMPUTER SCIENCE)   Graduated in May 2016

Vaish College Of Engineering, Rohtak

Two I graduated in May, 2016 with a degree in Computer Science. I learnt about Fundamentals of Computer Science , during the course.

HUMAN COMPUTER INTERACTION   2015

Stanford University, California

Two Completed the course Human-Computer Interaction on Coursera, focused on principles of perception, visual design and cognition that inform effective visual design.

// AWARDS -

DESIGN FOR CHANGE HACKATHON WINNER   2014, 2015

Two time winner of design thinking based hackathon, organized by Design For India, an NGO, in New Delhi, presented Eventdyne(http://amituslab.com/eventdynev2/), a smarter way to design and host events.

// SOCIAL LINKS -

BEHANCE: https://www.behance.net/thenitish2312

PORTFOLIO/WEBSITE: http://thenitish23121991.github.io

LINKEDIN: http://in.linkedin.com/in/nitishhooda

MEDIUM: https://medium.com/@nitsh

// OTHER THINGS I LOVE -

I am a religious Cricket fan and love playing it. Playing songs on guitar is another stress reliever for me.