Vivek Chawda
User Experience Designer

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Education

2009
Masters in Software User Interaction Design
National Institute of Design, India

2007
Bachelors in Computer Science
South Gujarat University, India

Skills

Requirement analysis, User Research, Persona creation, Scenario building, Storyboarding, Wireframing, Information Architecture, Product conceptualization, Usability and Ergonomics, Physical and Digital Prototyping

Tools

Illustrator, Photoshop, Balsamiq, OmniGraffle Indesign, Cinema4D, After Effects, SolidWorks

Prototyping

Rapid Interface Prototyping, Physical prototyping

Programming Languages

HTML, CSS, Javascript, Processing

Work Experience

January 2015 – Present
Senior UX Designer, Philips Healthcare
Lead designer for Serviceability- dashboard products used by support staff to ensure perfect health and functioning of various medical systems installed globally.

September 2013 – January 2015
Senior Interaction Designer, Tech Mahindra
Worked for GE Healthcare, India on Interaction and Visual design for health care systems.
Project was on patient management system that completely manages cases from admission till discharge for High Acuity areas. The solution was responsive and adapted to the device and scenario it was used from.
Earlier project was for a multi-platform system that enables an Intensivist to remotely monitor and document patients admitted in ICU's of satellite towns.

March 2010 – August 2013
Product Interaction Designer at TATA Elxsi, Bangalore, India.
Responsible for understanding the project requirements from client meetings, concept creation to final delivery.
Projects ranged from consumer electronics to automotive specific HMI, with screen or tactile interface.
Designed concept and detailed User Interfaces for Home Entertainment Devices, e-Readers, car infotainment panel, television based convergence devices, specialized tablets and kiosk.
Deployed to work dedicatedly with Jaguar Land Rover Research on Future concept research.
Projects were on Smart material design & prototyping, Experience design for show car and driver centric concepts for car interior.

January 2009
Internship project at TAT-AB and
MEDEA Research Environment, Malmö University, Sweden.
The project was to find out the possibilities for a projector-camera system use in daily life. Design process included initial research, validation, interaction design, prototyping and analyzing user feedback. The thesis concluded with defining the recommended interaction patterns and developing the visual design for few concept applications.