



## EXPERIENCE

### Interaction Designer, Mapbox

Bangalore, July 2017 - Aug 2018

- Responsible for various internal tooling suite that helps mappers to perform their jobs effectively and efficiently.
- Remotely collaborate with the development team based in Washington, D.C.
- Communicate context and pain points of team in India to the team in USA.
- Conduct research and usability tests for user need and validate new designs.

### UX Architect, AdWyze

Bangalore, May 2016 - Jun 2017

- Responsible for leading the B2B design for product and marketing related requirements.
- Talked to enterprise customers, and understand their pain points in their workflow and any new requirements.
- Collaborated with Product analysts to understand technical difficulties of a task.
- Collaborated with Marketing lead to design company website and other related collaterals.

### UX Designer, Mindbrowser

Pune, Apr 2013 - Mar 2016

- Responsible for entire design process for every client projects spanning from web to mobile apps.
- Talked directly to clients to understand vision and goal of the project.
- Collaborated with Business analysts to prioritize features and build low-fidelity prototypes.
- Worked on branding and visual design for the projects based on moodboard gathered from clients.

## EDUCATION

### Indian Institute of Information Technology & Management, Gwalior

Masters in Technology, Computer Science  
2008 - 2013

## SKILLS

- Stakeholder interviews to understand “North-start” goals and vision for a project.
- Remote design sprints with team to quickly ideate and validate assumptions.
- Communicating design solutions to team explaining related context and constraints.
- Rapid prototyping for team buy-ins and design high-fidelity UI for iteration.
- Implementing design solutions by providing interactive deliverables for better understanding.

## TOOLS

- Figma, Sketch for quick static prototypes.
- Invision Studio, Framer for interactive prototypes.
- Realtime board, Mural, Mind-meister for collaborating remotely with the team.
- HTML, SASS, and basic React for quickly prototyping and fixing minor bugs.