



PORTFOLIO

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SKILLS

DESIGN

Product Design
Interaction Design
Visual Design
Accessible Design

USER EXPERIENCE

Storyboarding
Personas
Wireframing
Prototyping
Journey Maps

USER RESEARCH

Competitive Analysis
Survey
Interview
Usability Testing
User Stories
A/B Testing

TOOLS

Figma | Sketch | XD
Adobe Creative Suite
Invision | Framer | Flinto
Axure | OmniGraffle | Miro
Principle | Marvel | InDesign

USER INTERFACE

HTML | CSS | Javascript
jQuery | Bootstrap | WordPress

EDUCATION

MASTER'S DEGREE

Human Computer Interaction
University of Maryland Baltimore
County, MD, USA
2018 – 2019

AWARDS

Dynamo Award at Infosys.
Awards at Deloitte Digital.
INTERNATIONAL BEST CHILD
ARTIST AWARD – (PAINTING)
BALACHITRARATNA AWARD
(PAINTING)

PROFESSIONAL EXPERIENCE

USER EXPERIENCE SPECIALIST

UserWorks / May 2019 – Present

Helped clients improve a product at any stage in the development lifecycle. Conducted research to help understand end user needs. Integrated user experience principles into business processes. Collaborate with product owners, developers and business analysts.

Product design | Usability engineering | User research | Interaction design | Accessibility

UI/UX CONSULTANT & PRODUCT DESIGNER

Deloitte Digital / March 2016 – January 2018

Utilized design thinking principles to build engaging customer experiences. Developed high-level detailed storyboards, mockups, and prototypes to effectively communicate interaction and design ideas. Planned and facilitated organizational events and design meetings at Deloitte Digital Studio. Documented and educated the best practices for product design.

Straight to Bank (S2B application | Client: Standard Chartered Bank)

- Delivered an end to end transaction banking application reflecting stakeholder needs.
- Designed and architected approaches to new functionalities and enhancements.
- Designed and developed responsive and reusable components.
- Conceptualized and created pixel-perfect design artifacts from sketches and wireframes.
- Created user tasks and conducted usability tests to evaluate user journey directions.
- Planned and executed user testing, stakeholder surveys, and evaluations.

SENIOR UI/UX DESIGN ENGINEER

Infosys / August 2011 – March 2016

Defined a design system and advocated its application across different products and platforms. Stakeholder collaboration for requirement gathering and to realize detailed UI specifications. Organized design & technical workshops and team building activities for the delivery unit. Created good design & technical standards documentation to help new members joining team.

eDelivery (Client: Fidelity Investments)

- Designed and developed an application that helps individuals manage their investments.
- Created user stories, personas, sitemaps, storyboards, wireframes and prototypes.

NetBenefits (Client: Fidelity Investments)

- Designed responsive pages to fit implementation needs of modern web technology stack.
- Analyzed and incorporated user testing data and qualitative feedback into designs.
- Translated goals and data into User-Centered digital experiences.

Component Library (Client: Fidelity Investments)

- Designed and developed reusable web components commonly used across projects.
- Held design workshops, brainstorming sessions and articulated common ideas.

OTHER EXPERIENCE

UI/UX INTERACTION DESIGNER & GRADUATE RESEARCH ASSISTANT

COEIT, UMBC / March 2019 – August 2019

GRADUATE TEACHING ASSISTANT

HCI, UMBC / August 2018 – February 2019

WEB DESIGN & DEVELOPMENT INSTRUCTOR

Upward Bound, UMBC / June 2018 – July 2018

WEB DESIGN & DEVELOPMENT ASSISTANT

HCI, UMBC / May 2018 – June 2018