

Aditya Parihar

UX Designer

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SUMMARY

I am a User Experience Designer Based in Noida with a 4 years of varied experience in the field. My role includes creating intuitive designs that lead to engaging and persuasive sites and applications with career focus on interaction design, information architecture and user experience design for Mobile / Tablet apps on iOS, Android and HTML 5 platforms.

SKILLS –

Design thinking
Contextual Inquiry
Ethnography
Personas
Scenarios
Experience Mapping
Storyboarding
Mental Models
Affinity Analysis
Information Architecture
Wireframing
Heuristic Evaluation
Paper Prototyping

User Interface Design
User Centered Design
Interaction Design
Branding
UX Copywriting
Design Management
Product Thinking

HTML - Fluent
CSS - Fluent
JavaScript - Proficient
Angular - Proficient

SOFTWARES –

Adobe Creative Suite
Sketch
Balsamiq
Invision
Omnigraffle
Microsoft Office Suite
Axure
Visio

EDUCATION –

Bachelors of Design, Indian Institute of Technology Guwahati

EXPERIENCE –

UX Specialist | Apparrant Technologies, Noida (Ongoing)

- Design multiplatform apps for Mobile and Tablet in various domains
- Leading Design Team
- Work with Development team to ensure correct translation of the envisioned User Experience.
- Create wire-framing templates, UI Quality Review Checklist and
- Plan and execute raining sessions for usability awareness for design, development and testing teams.
- Producing sketches or 'storyboards' or 'roughs' or 'scamps' (print) to communicate ideas to the client.
- Gaining an understanding of the target audience and business that is aimed at.
- Creating Project Plans and delivery Schedules
- Work closely with clients to ensure quality and timely delivery
- Work in the agile process, with daily scrums and sprints.

UX Intern | Amazon Development Center, Bangalore

Worked as a UX Design Intern with Intech(International Technology) team, Amazon. Helped ideate and design an internal A/B testing tool named Incubeta, A tool which will help designers and product managers make better decisions by collecting demographic data of voters and showing it in a comparable graphical format.

PUBLICATIONS –

N. Jamil, A.S. Vysak, A. Parihar, S. Banerjee, Understanding the Hope Harbingers— ASHA, the Women Foot Soldiers of India's National Rural Health Mission, Research into Design for Communities, Volume 2, Pg. 199 - 208 (2016)

CO-CURRICULARS

Head, Infrastructure Team, Alcheringa :
The largest college festival in North-east India.

Secretary, Music Club :
Responsible of planning and managing music related events in college throughout the year

Convener, Virasat (SPIC-MACAY, IIT GUWAHATI CHAPTER) :
The classical cultural convention which takes place at several venues across India.

PROJECTS —

Teaching Assistant

A mobile and web based solution for the teachers which aims to provide a helping hand in their daily tasks and empower them to grow in their profession. The solution provides features like Class management - Assignments, report cards, books, study materials, Backchannel chat etc. Teachers can also take lessons for skill development through the same application.

Roles and Responsibilities:

- Understanding the Client Brief and need of the project
- Understanding Business Requirements
- User Study, User interviews to understand user needs and requirements
- Interviews with SMEs to gain knowledge about the space
- Following User Centered Design Process throughout the project
- Ideating and Suggesting Different solutions
- Wireframing, Interface Design, and Invision Prototyping

Reporting Assessments

A Web and mobile based system that provides Interactive Data Visualisation for progress reports, generated on the basis of Standardised Progress Exams, carried out in various schools across the country.

Roles and Responsibilities:

- Understanding User Needs and Business Requirements
- Fulfilling the requirements of different stakeholders
- Researching creative but feasible ways to visualize data
- Making the data easy to understand for the masses and common people
- Creating User Flows, Wireframes, User Interface, and Screen Flow Prototype
- Iterating and testing the designs regularly with actual data.

MyLearninGuru

An Adaptive Learning Solution which connects three user groups, the kids, their parents, and teachers, with seamless interface. The products caters to the needs of each user group by providing a customised solution which adapts itself to better serve the needs of it's user.

Roles and Responsibilities:

- Understanding the user needs and requirements
- Understanding the market and Online education space
- Working closely with clients to get a thorough understanding of the idea
- Translating Clients requirements into creative concepts
- Creating Project plan, Strategy, and Delivery plan for the Design Team
- Creating Personas, User Stories, Experience Maps, and Wireframes

Folklore | Bachelors Thesis Project

An Online resource renting portal for the folks in the music industry. The mobile application utilises P2P sharing economy model to help improve utilisation of resources and thereby increasing productivity. Work carried out during the project included Market Study, User Research, Product Thinking, Branding, UX Design, Interaction design, and Branding.