

CHETAN JOSHI

PROFILE

I am a professional and skilled Web Designer and Graphic Artist. Having a significant experience is a key concept for me to present an innovative, creative, and artistic solutions to meet my client's requirements. With over 8+ years of experience working with websites and online applications, it has given me extensive web design knowledge and skills. I worked with several famous Internet Marketers and Online Entrepreneurs over the years. Successfully designed over 100 websites/apps, acquired a tremendous amount of client referrals, and gained 100% satisfaction rate from my clients.

EXPERIENCE

- Offering nearly 8 years of experience in Graphic & Web Designing domain which includes Print Collaterals and other Digital Works like Printing and Publishing.
- Expertise in software/tools such as Adobe Illustrator, Adobe Photoshop, Adobe InDesign & CorelDraw X8 and Web Design and Development tools such as HTML5, CSS, WordPress, Bootstrap.
- Collaborate closely with Customers/ product owners/managers to find opportunities for new products/features and validate assumptions through user testing and research.
- Influencing wide variety of key stakeholders, leading user interface design, conceptualizing product interaction and conducting user-machine interaction audits
- Good work ethics with excellent communication and interpersonal skills.
- Very Good experience in an Agile environment by delivering design solutions.
- Repeated successful experiences on multiple products, mobile and web services, and quality applications.
- Basic experience in Responsive Website Design, Mobile App Design, Animation, Debugging, and Implementation.
- Involved in designing websites quickly and effectively using HTML5, CSS3, JavaScript, jQuery, Responsive.
- Web Design, and Bootstrap3/4.
- Designed mobile App prototype in Framework7 using pure CSS, HTML and JavaScript.
- Worked on Mobile App Prototypes and submitted successfully on time.
- Proficient in designing web pages for different devices like Mobile, Tablet and desktop using Bootstrap-4.
- Fine knowledge of Photoshop, Corel Draw, Illustrator, Inkscape, Figma Software.
- Designed website, logo, promotional material, social media pages, to keep consistent with branding identity.
- Ability to grasp new technologies and to apply them to build applications.
- Strong communication skills, time management, and Team skills to work hard to meet project deadlines in a fast-paced environment.

EDUCATION

COURSE	INSTITUTE
B. TECH	Prasad Institute of Technology, Uptu
SSC	N.E.Railways Boys Inter College

WORK EXPERIENCE

ORGANIZATION	PROFILE	YEAR
Alcyone Technologies Pvt Ltd	Product Designer	Feb 2018 – Till Now
Eripples Infomatics Pvt. Ltd.	Sr. Web Designer	Aug 2017 – Jan 2018
Laxyo Solution Soft Pvt Ltd	Web Designer	Sep 2013 – Jul 2017
Internetimm Technologies	UI Designer	Mar 2012 - Aug 2013

AREAS OF EXPERTISE

- Strong ability to incorporate customer research, data, and business strategy into creative solutions
- Desire to stay informed and knowledgeable about the latest visual branding, design, and technology
- Ability to produce consistent results in a fast-paced, evolving environment with the ability to multitask and prioritize.
- Responsible for customer satisfaction and relationship building. Resource utilization and quality management
- Strong portfolio that demonstrates execution of creative concept work
- Ensure no talent goes to waste and the work stays sharp
- Experience working to deliver creative across multiple mediums and channels
- 10 years' proven experience in Creative role
- Demonstrated conceptual problem solver who can work collaboratively with anyone at all levels
- Recognized for taking on initiatives, outstanding personnel leadership and decision-making skills and
- Resolving mission-critical issues to ensure bottom-line success

SOFTWARE & TOOLS

- Adobe Photoshop
- Adobe Illustrator
- Adobe Experience Design (Xd)

- Adobe Premiere Pro
- Sketch
- Balsamiq
- Axure R
- Figma
- MS Office

**SKILLS &
INTERESTS**

- Experience Strategy
- Interaction Design
- Information Architecture Design
- User Interface Design
- Usability Testing
- User Interviews
- Surveys
- Card Sorting
- Task Analysis
- Prototyping
- Heuristic Evaluation
- Content Analysis
- User Personas
- Wireframes Creation
- Competitive Analysis
- Experience Maps
- User Journeys
- Story Boarding
- Task Flows
- Photography

**PROJECT
BRIEFCASE**

PROJECT 1

Project Title	Club Planner
Industry	Health, Fitness & Club
Tools	Adobe Photoshop

Project Overview: Club Planner is Fitness hub of activity clubs, drive innovation solution, we designed Club planner in such a way that care about customer's immediate needs along with system flexibility for clients, their customers, and the communities they influence.

Roles & Responsibilities

- Maintain and suggest evolutions of Design Principles and existing style guides with a holistic consideration for their platform's future.
- Design and deliver wireframes, user stories, user journeys, and mockups optimized for a wide range of devices and interfaces.
- Excellent visual design skills with sensitivity to user-system interaction.
- Give strong design direction to other designers on the team, encouraging creative use of the Design Principles and existing visual frameworks creatively to produce designs.
- Work closely with product managers, developers, and other designers to create innovative design solutions.

PROJECT 2

Project Title	Optics Vercruysse
Industry	E-commerce
Tools	Adobe Illustrator

Project Overview: Optics vercruysse is an e-commerce portal for eyewear. It intended to provide complete solutions for customers through a single gateway. It is a promotional website related to optics, it's design and effects are awesome. It was created from scratch. Including with admin panel, and it is working as a CMS (Content Management System).

Roles & Responsibilities

- Design and deliver wireframes, user stories, user journeys, and mockups optimized for a wide range of devices and interfaces.
- Create process flows, wireframes, and visual design mockups to effectively conceptualize and communicate detailed interaction behaviors.
- Proficient in Sketch, Adobe Creative Suite (Adobe XD, Photoshop, Illustrator), Figma, Zeplin, Slack, Trello, Zoom meeting and prototyping tool (Marvel and Principle).
- Up to date with the latest UI/UX trends and practices.
- Ability to solve problems creatively and effectively.

PROJECT 3

Project Title	Doctodoor
Industry	Telemedicine
Tools	Adobe InDesign.

Project Overview: Doctodoor is a unified telemedicine and remote patient monitoring platform for telemedicine visits, store and forward encounters, chronic care patients, discharge & risk management, and post-op recovery.

It Provide facility to remote video consultations between doctor and patient. Out of the box capability to monitor and manage patients under CMS remote patient monitoring (RPM).

Track and review patient-reported health data to receive reimbursement under code CPT 99457 (RPM)

Roles & Responsibilities

- Overseeing and contributing to the production team design concepts in all phases.
- Creating initial UX concepts, wireframes, and user flows, informed by user research, trends.
- Partnering with the development team and advise on ways to iterate toward the longer-term vision for the unified product experience.

PROJECT 4

Project Title	PPS-Motors
Industry	Automobile
Tools	Adobe Premiere Pro

Project Overview: PPS-MOTORS is an automotive classified website where service and customer focus are central. It focusses on the purchase and sale of reliable premium cars. All the vehicles are delivered including technical inspection, pre-sale inspection and Car-Pass certification. categories for vehicle and are responsible for admi.

Roles & Responsibilities

- Define and design device interfaces across platforms and perform end to end design of large-scale projects
- Developing low and high-fidelity prototypes to effectively communicate new ideas and functionality to the development team.
- Creating various forms of experience design documentation and User Interface design to communicate with the development team. Including information architecture docs, sketches, wireframes, Marvel App mockups, etc.

PROJECT 5

Project Title	My EYE
Industry	Social Media Site
Tools	Adobe Illustrator

Project Overview: My Eye is a new social media site with a local community and neighborhood focus, our Mission is to provide a more meaningful and enriched social media experience to all our users and contribute to their level of awareness and engagement in their own local communities.

By registering to My EYE site, users will get free access to all other active users in surrounding home area. Registered user can reply to their public posts, invite them for a private chat or follow users with whom He/She share similar interests.

Roles & Responsibilities

- Developing low and high-fidelity prototypes to effectively communicate new ideas and

functionality to the development team.

- Creating various forms of experience design documentation and User Interface design to communicate with the development team. Including information architecture docs, sketches, wireframes, Marvel App mockups, etc.
- Creating initial UX concepts, wireframes, User interface for App & web and user flows, informed by user research, trends.
- Conducting kick off meetings with Designers, Developers, and other pre-sales activities.
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- Developing low and high-fidelity prototypes to effectively communicate new ideas and functionality to the development team.
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PROJECT 6

Project Title	92 Agents
Industry	Real Estate
Tools	Adobe InDesign

Project Overview: 92 Agents, the leading platform providing real estate solutions. It deals with every aspect of the consumers' needs in the real estate industry. It is an online forum where buyers, sellers and brokers/agents can exchange information about real estate properties quickly, effectively, and inexpensively.

Roles & Responsibilities

- Define and design device interfaces across platforms and perform end to end design of large-scale projects
- Overseeing and contributing to the production team design concepts in all phases.
- Creating initial UX concepts, wireframes, and user flows, informed by user research, trends.
- Partnering with the development team and advise on ways to iterate toward the longer-term vision for the unified product experience.