

SHASHANK JAIN

Product Designer with 3 years of multidisciplinary design experience and background in architectural and visual design.

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EDUCATION

University of Texas, Austin

MS, Information Studies

Specialization in UX Design, HCI

May 2020, **GPA - 3.9/4.0**

School of Planning and Architecture, Delhi

Bachelor in Architecture

May 2016, **GPA - 4.0/4.0**

ACHIEVEMENTS

Lead

Facebook Developer Circles, Austin

Winner

Good Systems Autonomous Vehicles Hackathon @ UT Austin, Dec 2018

2nd Position

Knowbility web accessibility design competition, May 2019

SKILLS

Design

User Experience • Journey Maps
Storyboarding • Wireframing
Prototyping • Motion Design
3D Modelling • Animation

Research

Interviews • Surveys • User Persona
Contextual Inquiry • Usability Testing
Competitor Analysis • A/B Testing

Tools

Principle • Sketch • Figma • AdobeXD
Framer • Photoshop • Illustrator
Indesign • AfterEffects

Development

React.js • Javascript • HTML/CSS

EXPERIENCE

Interaction Design Intern, Nokia

Jan 2020 - Present | Austin, Texas

- Defining and researching new products and features in the space of 5G service orchestration for digital service providers and enterprises through interviews, journey maps, and collaboration with SME's.
- Designing an interactive high fidelity prototype and iterating through wireframes and usability tests in a design sprint environment.

UX Designer, Institute of Media Innovation

Aug 2019 - Present | Austin, Texas

- Conducting quantitative and qualitative research through interviews with psychologists and young adults to identify pain points in their access to mental healthcare services.
- Designing and prototyping an AI integrated social platform that promotes awareness and removes barriers in access to mental health care.

UX Design Intern, Roomster

June 2019 - Aug 2019, New York

- Collaborated with cross-functional product teams including managers and engineers to validate product features for a new version of Roomster to be launched around Dec 2019 for its 1,000,000+ user base.
- Designed and iterated web and mobile wireframes.
- Led the building of a cohesive design system for android, iOS and web.
- Led the design of iOS app UI following human interface guidelines.
- Designed UI screens and micro-animations for both android and iOS.

Voice Interaction Designer, McCombs School of Business

Jan 2019 - May 2019 | Austin, Texas

- Designed and developed a voice interface based educational application to teach children English through stories and quizzes on Amazon Alexa.
- Conducted on-site usability study and iterations of conversational design to increase user engagement and learning.

UX Researcher, AkuteHealth

Feb 2019 - May 2019 | Austin, Texas

- Identified usability and UX issues through in-person and remote usability tests, competitive evaluation and heuristic evaluation.
- Conducted market research and analysis to identify the required features and services for a minimum viable product.
- Delivered usability report with a prioritized list of design measures to improve usability issues and achieve future targets.

Architect, WAL+L & Morphogenesis

July 2016 - Apr 2018 | New Delhi, India

- Led multiple interdisciplinary design teams through complete design cycles from conceptualisation to execution for a variety of design projects including architectural, branding, visual design and exhibition design.
- Coordinated with stakeholders to align business and design goals, and deliver targets to meet project timelines