

Abhishek Kumar

Education

Bachelor of Arts

Arena Animation, Bangalore
2020

12th Grade, PCM

Riverain Public School, Dehradun
2014

10th Grade

Army Public School, Dehradun
2012

Expertise

UX Performance Analysis	Interaction Design
	Task Analysis
Usability testing	Storyboards
Prototyping	Information Architcture
Design Thinking	User-centered Design
Wireframing	InDesign
User personas and stories	User Research
Adobe suite	Figma
User Data Collection	Iterative Development
logo designing	Basic HTML
Basic JavaScript	Competitor Analysis

My portfolio link

<https://abhiportfolio.my.canva.site/>

UX DESIGNER & RESEARCHER

Professional with over two years of dynamic and imaginative expertise managing many concurrent creative design products. My strength is to think out of box and create designs, do research for resolution. I want to focus on UX design more, going forward and add value to your company.

Contact

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WORK EXPERIENCE

○ Success Associate

First Insight Oct 2022 - Oct 2023

- Connecting with clients for the updates and recommendations
- Be in touch with users to get feedback about user flow and issues they are facing.
- Giving presentation or demos for new software features added.
- Connecting with UX designers for design challenges and adding feature to software.
- Finding main pain points in software interface.

○ Success associate

Intouch 24 7 Nov 2021 - Sep 2022

- Connecting with top tier player for design and game flaws.
- Understanding gamer needs for easier user flow.
- Introducing or giving demos for new game features to clients.
- Worked on 2 projects with Playtika.

○ Graphic designer and Video editor

FREELANCER March 2018 - June 2022

- Create original advertisements for variety of media, such as menus, business cards, posters, and product packaging.
- To promote products brands, conceptualise logo design, gif animation, videos for social media platforms.
- Editing music videos and producing music for the artists.
- Designing Magazine and Album covers/

PERSONAL PROJECTS

○ Mobilab

Primary Healthtech

- Created App based on their product and their website.
- Minimize the challenges for user and created better user flow.
- Created user stories, personas, and storyboards.
- Used all data available on site and did research for better user experience.

○ Countdown Event App

Sports

- Designed app where user could checkout their upcoming events and add it to calendar
- Created best user flow to minimize the steps for users
- Added animations and vectors to make it look more sporty.
- Did user interview to create a checklist for all the features.

○ VIBEHUB

Music streaming app

- With a reference of Spotify, I tried to resolve some of the issues user were facing while listening Music
- I did user research and conducted interviews to understand the problem
- Created user stories, personas, and storyboards.
- Used both qualitative and quantitative data for solution.
- Did information architecture and user flow.
- Took main pain points and tried to come up with the solution.
- Created low fi wireframe design according to the solution
- Then created prototype, so user can test and check if there were any other issue to be resolved.

○ INFRA BOOK

Ed-tech company

- Studied all the information that was available about the company.
- conducted user research and competitor analysis.
- Did research on Ed - tech companies and about their products.
- Structured a user flow and information architecture.
- Designed lofi wireframes for the Ed-tech app.
- Designed a prototype using figma.

○ NETCLAN EXPLORER

Social app

- Studied all available data on company.
- Check all reviews and found major issues with app.
- Redesigned lofi wireframes for better user experience.
- Created prototypes for the app with better user flow.
- Added extra features on app for better user experience.