

SWAPNIL SHARMA UX DESIGNER

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I think design is more than just problem solving. It's creating experiences. And I love creating experiences that make people happy. In products and in life.

WORK EXPERIENCE

SureWaves MediaTech

Senior UX Designer Jul 2018 – Present
UX Designer Sep 2015 – Jun 2018

Worked on enterprise platform for TV audience buying & selling. Designed the core structure of the platform along with user interactions & flows, platform's visual language, desktop and web apps ensuring graceful optimisation for mobile screens.

Collaborated closely with developers and product managers. Actively involved right from the product definition stage to the implementation stage so that the execution is as per the design specs.

Built HTML/CSS/JS and rapid click through prototypes to help communicate and understand the usability of features & interactions. Helped set up the UX process in the organisation.

Janaagraha Centre for Citizenship and Democracy

UX Designer Apr 2013 – Jan 2015

Worked on 'I Change My City' for it's more than a lakh users. Revamped the entire platform from ground-up simplifying user flows and increasing conversion rates. Designed interactive dashboards for citizens to visually see contextual information about thier neighbourhood, kind of issues and other basic information.

Kollabia Digital Media Technologies

UI & UX Design Intern Aug 2012 – Nov 2012

Designed initial versions of a music composing mobile app that let users record different audio tracks and overlay them as a quick scratch.

Lataant

UI & UX Design Intern Feb 2012 – May 2012

Designed an end-to-end solution for small to mid sized storekeepers that included point of sale terminal, companion apps for their customers to easily order and inventory management system.

EDUCATION

National Institute of Creative Communication, Bangalore

2009 – 2012
Communication Design Sp. Interaction Design

Bharthiar University, Bangalore

2009 – 2012
BSc. Visual Communication

AWARDS

Have been awarded 'WaveRider of the month' in March 2017 and April 2018 at SureWaves MediaTech.

INTERESTS

Meditation & spiritual process, raw vegetable enthusiast, fresh pure vegetable juices and <3 dosa.

OBJECTIVE

Design products that inspire masses. Help make the world a simpler place. Explore how AR & VR can be used to enhance people's lives.

SKILLS

Illustration, User flows, Information Architecture, Concept sketches, Wireframes, Visual design, Style guides & pattern library, micro copy.

Rapid prototyping, Interactive HTML/CSS/JS prototypes.

Data analysis, Task analysis & persona hypothesis.

Curious, Empathetic, Communicative, Collaborator, Passionate, Adaptive.

PROJECTS

Funizen Solutions

Aug 2015 – Nov 2015
Designed an app store for games developed and curated by Funizen Solutions, which pulled in recommendations based on user behaviour.

DesignCafe

Jun 2015 – Aug 2015
Designed an online DIY home designing web app that enabled people to design their kitchen using plans & side views and view it in 3D before finalising & ordering.

BizSciences

Feb 2015 – May 2015
Designed an on campus app for college students. It was like a notice board where students could collaborate, plan events and avail many offers.