



NIKHIL VENKATESH

nikhilv.13@gmail.com

(206) 739-4980

nikhilv.com

linkedin/nvenk

I'm a versatile designer with a passion for **interaction and motion design**. I bring my experience in creative arts and computer science, along with a burning curiosity and an explorer's spirit to unravel problems to their core and design experiences that are delightful, inspiring, and responsible.

I'M GREAT AT

- Human-Centered Design
- Interaction Design
- Wireframes + User Flows
- Prototyping
- Animation & Motion Design
- Visual Design
- Design Systems
- Information Architecture
- Ideation + Concept Testing
- User Research
- Usability Testing
- Design Strategy

I USE

- Sketch
- InVision
- Framer Studio
- Adobe Illustrator
- Adobe AfterEffects
- Adobe Photoshop
- Autodesk Maya
- Webflow
- Bootstrap
- HTML + CSS (Sass) + JS

EXPERIENCE

Full-Stack Designer - *Freelance* Feb '15 - Present

Worked with startups, small businesses and development agencies, providing full spectrum design & front-end development services for interactive websites, mobile and web apps.

UX Strategy Consultant - *ASJ Engineering Consultants* Jun '17 - Dec '17

Collaborated with different teams at ASJ to improve cross-department communication and streamline client interactions.

Restructured the information architecture and overhauled the visual design of the corporate website.

User Experience Designer - *Xactly Corporation* Jun '16 - Mar '17

- UX Design Intern - Jun '16 - Aug '16

Worked closely with PMs, Engineers, and Customer Success teams as the sole designer on web and mobile applications.

Founding member of the Xactly Design team. I worked with the product team to introduce and implement new design processes and systems.

Animator - *Technicolor SA* May '11 - Aug '15

Planned shot sequences, camera layouts, and animated characters for 3 award-winning TV shows, including 'Dragons: Riders of Berk' and 'Teenage Mutant Ninja Turtles'.

Personal Project - Worked with technical directors to design and build internal tools within Maya to improve animation workflow efficiency. I conducted contextual inquiries, created wireframes, developed the tools with MEL scripting, and iterated based on feedback from the team.

- Award: Top Performer - Q1 2015, 'The Adventures of Puss in Boots'

EDUCATION

University of Washington Jun '17

MS, Human Centered Design & Engineering, GPA: 3.93/4

- Award: Winner - UW Maker Summit 2017
- Award: HCDE Graduate Award for Innovation 2017

University of New South Wales Mar '11

Master of Digital Media, 3D Animation, GPA: 3.00/4

University of Madras, Loyola College Jan '10

BS, Computer Science, GPA: 3.83/4

- Creative Head - Computer Society of India, Loyola College Chapter