Abhishek Shankar

Interaction Designer

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EDUCATION

Masters of Industrial Design, GPA 3.76/4.00

Georgia Institute of Technology

2018 - 2022

Bachelor of Technology, Electrical and Electronics Engineering

National Institute of Technology Trichy, India

2014 - 2018

WORK EXPERIENCE

Interaction Designer | GE Appliances

May 2020 - May 2021, Louisville KY (Full-Time Internship)

- Redesigned sign up process for SmartHQ App on iOS and Android, by improving clarity on password creation and data input. Update was rolled out to 100,000+ users.
- Overhauled existing interface of GE Advantium Oven to improve interface usability and navigation. Redesign was released to 10,000+ customers.
- Set up first motion design guideline to implement loading animations to increase user delight. Built using Lottie and After Effects, system is scaleable across multiple devices.
- Collaborated with a cross functional team of product managers, engineers, and developers on UX design projects on 10+ projects involving storyboarding, wireframing and design development.

Teaching Assistant | Georgia Institute of Technology

May 2021 - Present, Atlanta GA

- Lectured 40+ students across two semesters on principles of UX/UI design and user testing with digital products.
- Enabled students to build wireframes, UI designs, and interactive prototypes on industry sponsored projects.
- Facilitated critique and design reviews on studio projects.

Graphic Designer | Georgia Institute of Technology

Aug 2019 - Jan 2020 Atlanta GA

- Designed print and social media assets for 10+ events and awareness campaigns that reached 3000+ students.

SKILLS

Design Skills

A/B Testing	Personas
Design Systems	Storyboarding
Interaction Design	Rapid Prototyping
Motion Design	Usability Testing
Journey Mapping	Wireframing

Design Tools

Figma	Protopie
After Effects	Fusion 360
Illustrator	Lottie
Photoshop	Cinema 4D

Coding

C/C++	Arduino
Processing	HTML
JavaScript	CSS

CURRENT RESEARCH

Classification of Animated Microinteractions | Masters Thesis

- Building a classification system for animated microinteractions in mobile devices to help novice UX designers incorporate them into their workflow.

BOLD Graduate Fellowship | Graduate Fellow

- Producing knowledge through designing and developing open educational resources for blended and online learning.
- Building a virtual laser scanning solution to enable online learning of the equipment for the Building Construction program.