

# Ashish Durgude

www.ashishdurgude.com

UX/Product Designer

www.linkedin.com/in/ashishdurgude

durgudeashish8@gmail.com | 317-603-0725

*A designer with 3.8 years of experience in enterprise and consumer domain designing digital products that solve people and business needs. I am looking for full-time opportunities starting from May 2021.*

## Education

### MS, Human-Computer Interaction

Indiana University

August 2019 - May 2021 (Expected)

### BE, Computer Engineering

Pune Institute of Computer Technology

June 2013 - May 2017

## Skills

Visual Design

Interaction Design

Usability Testing

Product Thinking

User Research

Wireframing

UI Animation

UI Prototyping

Contextual Inquiry

Affinity Diagramming

Heuristic evaluation

User Personas

Cognitive walkthrough

HTML/CSS

## Tools

Sketch

Figma

Adobe XD

Principle

InVision

Marvelapp

After Effects

Premiere Pro

Webflow

## Work Experience

### Nutanix — UX Design Intern

May 2020 - July 2020 (Summer 2020)

- Took ownership and designed "Entity Browser 2.0 (Deals with managing entities like VM's, Clusters, etc.)" for Nutanix "Prism Central" application by doing formative research, creating wireframes, producing visuals, and testing it with users, which led this project to be incorporated into the 2020 Q4 roadmap.
- Led daily project meetings with my project mentor, manager, other designers, and researchers for their inputs and reviews, which helped me make better decisions.
- Improved soft-skills by training with one of the best Engineering Enablement Directors at Nutanix.
- Conducted usability testing for the first time with four users, which helped me gain real-world experience of communicating with users.

### Red Hat — Product Designer

March 2018 - June 2019

- Led and launched multiple projects of OpenShift and OpenShift.io, which had 10000+ daily active users.
- Created UI components for the PatternFly 3 design system, which Red Hat used in all of their products before PatternFly 4.
- Redesigned OpenShift.io with PatternFly 4 design system to keep consistency between all Red Hat products.
- Published research case study on collaboration methods between designers and developers in the enterprise work environment.

### Red Hat — UX Design Intern

September 2017 - March 2018

- Led and launched the "Stack Report (Deals with showing status of code dependencies of the application stack)" for the product OpenShift.io, which had 1000+ daily active users.
- Learned about design systems and created UI components for the "Stack Report" project.
- Conducted study on standardization and consistency of UI patterns which led to making all Red Hat product's UI behavior consistent.
- Learned how to collaborate effectively with cross-functional teams, which helped me produce better results in in-person as well as in a remote work environment.

## Other Key Experience

### Indiana University — UX Research and Teaching Assistant

August 2019 - Present

- Doing a teaching assistantship with Prof. Sonny Kirkley by helping him in teaching and grading five HCI/design-based courses for master's and bachelor's students.
- Did research assistantship with Prof. Erin Brady for an assistive technology project developed for people with disabilities in a workspace environment.