

Nikita Pinjare

U X D E S I G N E R

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Education

INDIANA UNIVERSITY

MS in Human-Computer Interaction and Design

May 2021
Bloomington, USA

SIR M. VISVESVARAYA INSTITUTE OF TECHNOLOGY

Bachelors in Electronics and Communication Engineering

June 2016
Bangalore, India

Experience

INDIANA UNIVERSITY

UX Designer

June 2020 - Present
Bloomington, USA

- Designing and implementing a digital platform for students in online programs to facilitate an effective academic plan and also to encourage engagement within peers, alumni, professors, and mentors to help enhance immersion in the course that emulates a residential program experience
- Conducting research using different methods like interviews, workshops, and toolkits to build a foundation for our design solution

RUGPAD USA

UX Design Intern

July - Aug 2020
Newyork, USA

- Analyzed the usage of RugPad USA's mobile e-commerce website to understand their low conversion rate by these users to formalize a plan to redesign their current website
- Designed a social media landing page using our findings to help increase the conversion rate by mobile users through ads

CGI GROUP INC.

UX Engineer / Front-end Developer

Aug 2016 - Jun 2019
Bangalore, India

- Revamped Advantage360's ERP portal from an outdated and hard-to-use web application to a modern and user friendly interface to improve client experience
- Conceptualized and developed the UI for 'OpsPortal', an application on RPA (Robotic Process Automation) to improve the internal workings of automated cycles within Advantage360 resulting in reduced human-errors and increase in productivity
- Transformed 'Versata', a desktop app that dynamically generates web content using ElectronJS in collaboration with full stack developers to transform it to current standards and user needs

Projects

STUDENT ENGAGEMENT PLATFORM

Indiana University

Jun 2020 - Present
Bloomington, USA

- Running expert interviews with all stakeholders, including, students, professors, and administration
- Conducting ideation workshops by providing our stakeholders with idea toolkits as a guide to understand user needs and design constraints
- Conceptualizing design ideas to wireframe a digital platform and collaborating with the developing team to build a feasible product

Design Skills

Interaction Design
Product Design
Motion Design
Visual Design
Storyboarding
Sketching
Wireframing and Mockups
Information Architecture
Concept Sketches

Prototyping

Interactive Prototyping
Behavioral Prototyping
Visual Prototyping
Rapid Prototyping

Research Methods

User Interviews
Competitive Analysis
Contextual Inquiry
User Persona
Heuristic Evaluation
Storyboarding
Accessibility Audit
A/B Testing and Experiment
Usability Testing

Tools

Figma
Sketch
Adobe Creative Suite
InVision
Principle
Procreate

Programming Languages

HTML/CSS
JavaScript
Angular
Java
C/C++