



## Work Experience

### TECHDATA INDIA / Sr., Designer

JAN 2023 - PRESENT [REMOTE]

Lead designer for supporting modules of Streamone Ion, responsible for maintaining and enhancing S1's functionality. Tasks include developing new products, improving existing tools, and redesigning based on stakeholder feedback. Regularly conducts user testing to optimize user experience and ensure product efficiency.

### BLACKBOARD INC., / Sr., Designer

DEC 2020 - DEC 2022 [REMOTE]

Lead designer for two portfolios: Mobile/Tablet (Ultra Learn Learning Management System) and Student Success (Smartview Ticketing Software, Chatbot, Content Manager). Responsibilities include developing new features, enhancing user experience, collaborating with stakeholders to finalize requirements, and working cross-functionally to ensure timely delivery. Also serving as a product designer for Student Success.

### FREELANCER / Product Designer

MAR 2020 - DEC 2020 [MADURAI]

Engaged in user experience research, game and product design, market analysis, and feature evaluation, collaborating with organizations like Waycool Foods, Bakula Landscape, Waste Warriors, and Microgo.

### FLINTOBOX / Product Design - Team Lead

MAR 2018 - FEB 2020 [CHENNAI]

Led a team of four designers creating activities for children aged 8-12 and 12+, focusing on user experience through appropriate research methods. Part of the new product development team, introduced 15 products to the market. Responsibilities included research, ideation, concept generation, prototyping, ensuring age-appropriateness, and promoting motor skill development through activities. Conducted and refined user testing, contributed to budgeting and manufacturing, and analyzed market impact to redesign products based on user needs.

### AIRBUS / Product Design - Intern

SEP 2017 - FEB 2018 [BANGALORE]

Managed Protospace, a prototyping facility, overseeing the 3D printing facility and CAD prototyping. Created idea-pitching videos and poster designs, and organized a design thinking workshop for various teams. Served as an internal design consultant on projects such as a communication module, enhancing user experience in a virtual collaboration platform, and developing a prototype for an aircraft disinfectant.

### UCAL POLYMER / Executive - Materials

JAN 2013 - JUL 2015 [PONDICHERRY]

Managed purchasing strategies (QCD), direct materials, supplier audits, and stock management. Oversaw material planning for production, coordinating with domestic and international vendors. Additionally handled imports and customs documentation processes

## Education

### IIT GUWAHATI / Masters in Design (PD)

JUL 2015 - JUL 2017 [GUWAHATI]

**COURSE /** Product Design, Collaboration design, Product detailing, Research Methods, Prototyping, Form exploration, Visual design, User-Experience

### CIPET / Plastics Technology

SEP 2008 - JUL 2012 [CHENNAI]

**COURSE /** Plastic part design, Plastics processing techniques, Plastics testing methods, Mold design, Materials study.



## Toolbox

**INTERACTION /** User Research & Methods, Rapid Prototyping, Wire-framing, Design System, Design Management, Conduct Ideation & Brainstorm Sessions, Information Architecture.

**VISUALS /** Sketching, Drawing, Illustration, User Interface, CAD, Video-editing.

**TOOLS /** Figma, Illustrator, Photoshop, Premier Pro, Solidworks, Inventor, Miro, Fusion360, Procreate, Sketchbook, Keyshot, ChatGPT, Gemini.

**ESSENTIALS /** Business strategy, Communication, Collaboration, Time Management.



## Awards

### D'SOURCE DESIGN / Winner

For designing a board game, educational for kids to learn about COVID and its protection.

### TATA DESIGN / Runner Up

Entwine-Holistic health care ornament device which can monitors Heart rate, breath rate, posture tracker, abdominal sound tracker, and UV tracker.

### HONEYWELL AEROSPACE / Final Top 6

Future flight plans will benefit from the D'A.R.C supplementary cockpit interface. All in interface for pilots to manage air travel.