

# RUCHI DANGWAL

UI/UX Designer  
Visual Designer

## SKILLS

### Tools

Photoshop  
Illustrator  
InDesign  
After Effects  
Premiere Pro  
Balsamiq  
inVision  
Maya

### Design

Visual Design  
Graphic Design  
Interaction Design  
Communication Design  
Information Design  
Illustration  
Voxel Art  
Storyboarding

## ACADEMIC PROJECTS

### “Smash” for Colonial School

ETC Client Project, Spring 2016

Lead UX/UI Designer, Interaction Designer, Visual Designer

- Worked in a 5 member team on Smash: a problem solving strategy game aimed at 8-11 year old children with emotional trauma.
- In charge of overall UX, UI, interaction, communication and visual design.
- Conducted detailed playtesting and usability testing.

### “Questmania” for Opportunity Education Foundation

ETC Client Project, Fall 2015

Lead UX/UI Designer, Interaction Designer, Lead Visual Designer

- Worked in a 5 member team on Questmania: an app teaching knowledge and life skill development to high school students in United States and Tanzania.
- In charge of overall UX, UI, interaction, communication and visual design.
- Liaised with client and translated their requirements into wireframes, player stories, navigation flows, and experience maps.
- Created the interaction design layout and UI style guide.
- Conducted detailed playtesting and usability testing.

### “LifeOnline” for Lending Hearts

ETC Client Project, Spring 2015

UX/UI Designer, Interaction Designer, Visual Designer

- Worked in a 6 member team to build the base framework and game modules for LifeOnline: an expandable mobile game app aimed at children aged 8-13.
- In charge of overall UX, UI, and design documentation.
- Created 150+ customization art assets.

### Building Virtual Worlds

ETC Course, Fall 2014

Designer, 2D Artist, Writer, Producer

- Worked in different 4 to 5 member teams to create 5 unique interactive experiences on new input devices every 1 - 3 weeks throughout the semester.
- Focused on rapid iterative designing and prototyping.
- Designed the games' UI, concept art, storyboards, and art assets.

## EXPERIENCE

### SRN Gulf, Dubai

Dec 2014 - present

Co-Founder

- Developed a framework for accounts payable, accounts receivable, stock management, and order processing.
- Created communication design and branding materials.

### Sciencetech, Dubai

Aug 2012 - Jan 2013

Engineering Intern

- Worked in the Power Transmission & Distribution, and Power Systems Division departments, on Siemens Medium & Low Voltage switchgears.

## EDUCATION

Carnegie Mellon University,  
Entertainment Technology Center  
Pittsburgh, PA

Master of Entertainment Technology  
May 2016

University of California, San Diego

MOOC from Coursera

Interaction Design Specialization

Dec 2016 expected

Birla Institute of Technology and Science  
BITS-Pilani, India

Dubai, United Arab Emirates

B.E. Electrical and Electronics Engineering

Sept 2013

Graduated with Honors in the First Division

## RELEVANT COURSEWORK

Prototyping Lab: Environments  
Environments Studio  
Game Design  
Human-Centered Design  
Input and Interaction  
User Experience: Research & Prototyping  
Information Design  
Fundamentals of ETC - Teaching Assistant



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