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EDUCATION

Carnegie Mellon University, Pittsburgh
[Master of Entertainment Technology](#)
Class of 2016
Focus on Interaction design, UI/UX design

BITS – Pilani, Dubai
[B.E. Electrical and Electronics Engineering](#)
Class of 2013
Graduated with Honors in the First Division

SKILLS

Tools	Design
Photoshop	Rapid iterative design
Illustrator	Graphic design
InDesign	Motion design
After Effects	Information design
Sketch	Communication design
Axure	Usability testing
Omnigraffle	Illustration
Flinto	Storyboarding
Principle	Playtesting
UXPin	Game design

EXPERIENCE

Highflyer Marketing Management, Dubai, UAE Jun 2017 – present
[Product Designer – Web, Mobile](#)

Currently prototyping a SaaS product that will help marketing professionals create new ad campaigns in various distribution methods, track existing campaigns, and generate reports that analyze their campaigns' performance.

Thermo Fisher Scientific, Pittsburgh, USA Feb – May 2017
[UX Designer – Web](#)

Redesigned UX and interaction design for FisherSci.com's product search function. Conducted sitewide visual design audits on flagship websites ThermoFisher.com and FisherSci.com.

Carnegie Mellon University, Pittsburgh, USA Nov 2016 – Feb 2017
[UI Designer – Android](#)

Created UI and visual design for "Relatively Simple": an app that gamifies Einstein's Theory of Special Relativity and other theoretical physics concepts.

Opportunity Education Foundation, Pittsburgh, USA Jul – Oct 2016
[Product Designer – Android](#)

Created wireframes, interaction design, and design documents for new app features to be implemented in OEF's educational mobile app.

Colonial School, Pittsburgh, USA Jan – May 2016
[UI/UX Designer – iOS](#)

Created all UI design and branding materials for "Smash!": an app that teaches problem solving and computational thinking through strategic gameplay.

Opportunity Education Foundation, Pittsburgh, USA Aug – Dec 2015
[UI/UX Designer – Android](#)

Created all UX design, UI assets, branding and visual design for "Questmania": a trivia-style educational quiz app for underprivileged schoolchildren in US and Tanzania.

Lending Hearts, Pittsburgh, USA Jan – May 2015
[UI/UX Designer – Android, iOS](#)

Created UI/UX, visual design and interaction design for "LifeOnline": a social networked app for a virtual community of cancer patients.

AWARDS

International Serious Play Awards 2017
Silver medal winner for "Smash!"

Let's Play PA 2017 Digital College Student Award
Gold medal winner for "Smash!"
