



Ayush Kiran

Roll Number : 180205006

Bachelors of Design

Indian Institute of Technology Guwahati

+91-7975660319

ayush2000kiran@gmail.com

ayush18@iitg.ac.in

www.linkedin.com/in/ayushkiran

behance.net/4yush ; pyramiddeveloper.com

Education

Degree/Certificate	Institute/Board	CGPA/Percentage	Year
B.Des	Indian Institute of Technology, Guwahati	7.81 (Current)	2018 - Present
Senior secondary	Vidyaniketan School/ISC	89.4%	2018
Secondary	Vidyaniketan School/ICSE	93.3%	2016

Experience

- Product Design Intern at 'Sprinklr'** *May 2021 - July 2021*
Closely involved in diverse aspects of product evolution including driving the product vision and strategy while working closely with the product, design, research and engineering teams while engaging in all aspects of the user experience of a product from conception till the launch. Collaborated with the research and data team to understand user behaviour and transform them into actionable insights to help improve the usability of the existing products through divergent and iterative approaches while coordinating with product managers about client requirements.
- UX Designer at 'S2 Infotech International Ltd.'** *Jan 2020 - April 2020*
Analysed and condensed multi-dimensional data from the healthcare division of Maharashtra into a comprehensive dashboard for public view while assessing apt data representation techniques and categorization. Researched and designed a Patient Engagement Platform, optimizing the flow of a hospital visit for a user and helping them play a bigger role in their own treatment and healthcare.
- Design Lead at 'Pyramid Developers' (Student Startup)** *June 2020 onwards*
Conceptualised and designed multiple applications and websites while collaborating and coordinating with different teams of developers and creatives as part of various projects, including user, partner and admin facing applications for an on-demand garbage disposal service in Bangalore, an app revolutionising nutritional fitness and well-being, a dashboard app for solar power production, and a cognitive behaviour therapy based mental health journal application, including conducting user research, creating a visual language and designing high fidelity wireframes and prototypes ready for development.

Projects

- Collaborative Learning and Gamified Online Education** *Aug 2021 onwards*
Dr. Pratul Kalita, Associate Professor, Dept. of Design, IIT Guwahati
Initial planning and research surrounding the replication of a classroom-like competitive environment resonating the grounding principles of education, in order to transform virtual learning into a more robust and engaging experience.
- Care Console Builder** *May 2021 - July 2021*
Rimpy Batra, Senior Product Design Manager at Sprinklr
Examined functional and visual trends surrounding modular consoles and transformed the interface of the customer care agent facing Sprinklr Modern Care product, incorporating modularity, customizability and the ability to personalize based on requirements of different operators and conditions in order to optimize the agent output and maximize efficiency of interpretation and case resolution.
- AXIS Patient Engagement Platform** *Jan 2020 - April 2020*
Mr. Anurag Bhusari, CEO of S2 Infotech International
Researched user journey for receiving medical treatment, analysed procedures surrounding hospitals, developed user personas and assessed healthcare related necessities to create wireframes and high fidelity mockups for a patient engagement platform, devising effective ways to show healthcare related information to the patient and optimizing their experience of visiting a hospital

- **Maharashtra State Healthcare Dashboard**

Jan 2020- April 2020

Mr. Anurag Bhusari, CEO of S2 Infotech International

Designed a dashboard to represent the healthcare statistics of hospitals in Maharashtra. Broke down and restructured hospital and healthcare related data, and created simple infographic and representative diagrams and charts to show the data to users that are simple to understand.

- **Nutri.family**

Aug 2020 - Dec 2020

Zovena Technologies and Pyramid Developers

A comprehensive nutritional and fitness guidance app which helps users coordinate the nutritional needs of the family along with getting active suggestions on their physical, mental and social health. Worked on the onboarding process and simplified the user flow through an information-heavy onboarding while keeping it interactive, designed various dashboards compiling data entered and representing them in a condensed yet informative manner.

Technical skills

- **Design Skills:** User research / User study, Literature Study, Design Analysis and Evaluation, Brainstorming, Concept generation, Low / High fidelity Wire-framing, Prototyping, Storyboarding, Motion Graphics*, Visual Communication, Photo and Video Communication.
- **Softwares:** Adobe CC (Photoshop, Illustrator, XD, PremierePro*, InDesign, After Effects), Figma, Procreate, Blender*, AutoCAD*
- **Web Technologies:** HTML*, CSS*

** Elementary proficiency*

Positions of Responsibility

- **Design Coordinator of Cultural Board, IIT Guwahati, AY 2019-20**
Worked closely with the General Secretary of the Cultural Board to promote, publicize, conduct and document different events and activities, including the creation of posters, videos, trailers and other content to help increase the reach and engagement within the campus community.

Achievements

- **Undergraduate Common Entrance Exam for Design 2018 :** Secured All India Rank 50 among ~20000 candidates
- **Model United Nations:** Have attended over 10 Model United Nations conferences, most notably:
 1. Honourable Mention at HMUN India 2017, conducted by Harvard University
 2. Chairperson at Bangalore Model United Nations 2017, South Indias Largest MUN Conference
 3. Best delegate award at CISMUN 2017, hosted by Canadian International School, Bangalore
- **KISA Cricket:** Won the state level tournament of Cricket, conducted by the ICSE Schools Association of Karnataka in 2017
- **Manthan:** Second place in filmmaking module and second place in stand up comedy module in the Inter-hostel cultural competition at IIT Guwahati

Extracurriculars

- **Cultural Magazine Editorial Team of Cultural Board, IIT Guwahati, AY 2019-20**
- **Olympiads:** Took part in MacMillan and SOF Olympiads from 2010-2018
- **Spell Bee:** Took part in MARRS Spell Bee from 2008-2015
- **Fine Arts:** Special Mention in Fine Arts Competition conducted by Karnataka Chitrakala Parishath

Key courses taken

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| • Design Analysis and Evaluation Methods | • Interaction Design |
| • User Research Methods | • Systems Approach to Design |
| • Physical and Cognitive Ergonomics | • Design Management* |
| • Visual Communication | • Design Research and Technical Writing * |

** To be completed in Dec 2021*