Akash Panicker

UX Designer in Chicago, Illinois

I am a passionate UI/UX Designer with an experience of 2+ years trying to solve problems by creating a meaningful experience through design.

PROFESSIONAL EXPERIENCE

UI/UX Design Intern

Data Products LLC | Chicago, Illinois, USA

September 2022 - Present

- Create wireframes, site maps, and prototypes to redesign the company's website after conducting user research using methods like contextual inquiry, user interview, and heuristic evaluation of the old website.
- Collaborated with the manager to solve usability problems on the company website. Maintained the design system and implemented fresh digital branding guidelines.

Admissions & Advising Student Assistant

DePaul University- Kellstadt Graduate School of Business | Chicago, Illinois, USA

April 2022 - September 2022

 Assisted students with any issues they might be facing via phone or in person and also provided event support such as template design, marketing, event planning, event execution, and event closure.

UI/UX Designer

Salt Web Technologies Pvt Ltd | Pune, Maharashtra, India

August 2020 - April 2021

- Designed and implemented clear websites with effective user experiences in collaboration with designers, developers, and product managers.
- Led the design team and managed the end-to-end design and development lifecycle for projects resulting in a 20% increase in online sales for the e-commerce website of a client.
- Involved in creating content strategies and Information Architecture testing for logistics, SAAS products, and personal websites.
- The average task completion rate has grown from 35% to 94% as a result of the final design.

Junior UI/UX Designer

Techflux (Renam Technologies Pvt Ltd) | Navi Mumbai, Maharashtra, India January 2020 – July 2020

- I implemented interaction strategies to develop navigation and user flow using tools like Figma and Lucid. Created wireframes and interactive prototypes, and organized content to design and deliver 5 projects in 7 months.
- Conducting 15+ user interviews to build personas, improve usability, and identify navigational errors.
- I advocated the needs and goals using quantitative and qualitative data of clients for their marketing and sales design system to improve website interactions, which resulted in a 30% increase in user satisfaction.

UI/UX Designer Intern

Getgo Logistics | Mumbai, Maharashtra, India

November 2019 - December 2019

• Worked with the Product Manager and Senior UX Designer to improve the end-to-end user experience of the Getgo Logistics App and solve problems with the company's website and app using Adobe XD, Photoshop, and Illustrator.

Phone no.- +1 (872) 210-7540

Email Address- akashdpanicker@gmail.com

Portfolio- akashpanicker.com

LinkedIn-linkedin.com/in/akashpanickerux

EDUCATION

MS in Human-Computer Interaction DePaul University

Chicago, Illinois, USA | September 2021 – June 2023 | CGPA- 3.4/4

BSc in Media Graphics and Animation

Yashwantrao Chavan Maharashtra Open University

Mumbai, India | June 2016 - May 2019 | CGPA- 3.68/4

ACADEMIC PROJECTS

Title: Pet Mapping (3 months) [Link]

Course: Introduction to User-Centered Design (HCI 440) - DePaul University

Team Size: 3

Objective: Designing an app for pet owners who are experiencing difficulties while traveling with their pets.

Individual role:

- Conduct User Research and create personas.
- Wireframe and Prototype the application.

SKILLS

Software/Tools: Figma, Balsamiq, Adobe XD, InVision Studio, Axure, Photoshop, Illustrator, Sketch, InDesign, Miro, Optimal Workshop, Atlas.ti, Webflow, Excel.

Research and Evaluation Methods:

User Research, UX Strategy, Contextual User Interviews, Heuristic Inquiry, Evaluation, Affinity Diagramming, Thematic Analysis, Surveys, Competitive Analysis, Journey Mapping, User Testing, Research, Sorting, Usability Information Architecture Testing, Persona Generation, and User Flows.

Coding: HTML, CSS, Bootstrap, JavaScript

Design: Prototyping, Wireframing, Storyboarding, UI Design, Interaction Design, Visual Design, Graphic Design, Video Editing, Motion Design, and Animation.