

SAGAR VIKMANI

UX Designer
& Researcher

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SKILLS

Design & Research

Paper sketching
Wireframing
LoFi/HiFi Prototyping
Interaction design
Animation
Information Architecture
Contextual Inquiry
Competitive Analysis
Card Sorting
Survey and Interview
Cognitive Walkthrough
Usability Testing
Qualitative Analysis
Quantitative Analysis

Tools

Balsamiq
Sketch | Illustrator |
Photoshop
Invision | Keynote
Principle | After Effects

Programming

JavaScript
HTML | CSS
Arduino Programming

EDUCATION

- University of California, Irvine *Sep 2016 - Dec 2017*
- Mumbai University *Aug 2012 - Jun 2016*

Master of Science in Informatics

GPA: 3.8/4.0

Bachelor of Engineering in Computer Science

CGPA: 8.4/10.0

EXPERIENCE

- Marketo *Jun 2017 - Sep 2017*
- vrSocial *Nov 2016 - Jun 2017*
- Freelance *Feb 2014 - May 2016*

UX Design Intern

Researched, ideated, designed, and delivered solutions for new and integral features for the core product - used globally by a customer base of over 6000 on a daily basis. Worked in cross functional teams on several design projects. Assisted designers at different stages of the design process.

UX Designer and Game Developer

Designed and developed a gaming experience in Virtual Reality to help young autistic adults with social interactions. Facilitated research right from requirements gathering to usability testings and reiterated designs based on the results. Currently being tested at a children's hospital.

Graphic Designer | Printurn | DJ Group | The Think tank | Trinity

Designed branding solutions for mid-sized companies, an international tech conference, and other college events. Led an annual college fest's creative wing, creating over 60 designs for brochures, flyers, ad-boards, etc.

PROJECTS

- Advanced UbiComp and Interaction *Jan 2017 - Mar 2017*
- UI Design & Evaluation *Sep 2016 - Dec 2016*
- Final year BE project *Aug 2015 - Apr 2016*

UX Designer/Developer

Designed, and constructed a memory storage platform prototype that captures memories and stores them in colored balls - inspired by the Disney movie, *Inside Out*. Created a diegetic prototype narrating an ideal system.

UI Designer/Developer

Involved in designing and developing a website for UCI Child Development in Social Context Lab with 6 other UCI peers. Deployed the website, conducted usability testings, and proposed changes for the next iteration to the stakeholders.

Software Developer

Researched for, and developed a software system to automate static web page generation via natural language. The system acquired an accuracy rate of 87%.

IEEE Xplore publication