Nahush Farkande.

UX/Product Designer

EXPERIENCE

UX Design Intern — Ingleside

JUNE 2022 - AUGUST 2022

- Led the UX Evaluation of the marketing website.
- Collaborated with university UX Research Professor to conduct a Cognitive walkthrough, Heuristic Evaluation and a Accessibility (WCAG) audit of the website.
- Interviewed 5 residents living in the company's communities.

Product Designer— Qumulex

APRIL 2022 - MAY 2022

- Augmented the existing product with 2 primary and 1 secondary features that would allow the company to target the Hardware Retail space.
- Formulated a retail specific business model around the new features.
- Brainstormed multiple approaches, sketched initial ideas and built the final figma prototype involving 10+ screens

Product Designer— Endress + Hauser

JANUARY 2022 - MARCH 2022

- Conceptualized and designed a Water Sustainability Tracking
 System for the company with 2 primary and 4 secondary features
- Led the Secondary research, the Contextual Inquiry at a water treatment plant, and the Interviews with the sustainability executive and plant manager.
- Constructed the Information Architecture, Wireframes and Figma Prototype involving 20+ screens.
- Identified the business goals of the company and shaped a business model around the new product.

Lead UI Developer— LumenData

DECEMBER 2018 - JULY 2021

- Led the development of a client business-to-business marketing intelligence web application from the proof of concept to a complete product which grew the customer base by 10 customers companies
- Collaborated with the company CEO, VP of engineering, and the designer to assess requirements, build and iterate 40+ features into the product, and design 4-5 features in the product

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EDUCATION

MS, Human Computer Interaction

IUPUI, Indianapolis, USA AUGUST 2023 | GPA - 3.9/4

BE, Computer Engineering

121T, Pune, India JULY 2015

SKILLS

Design

Information Architecture, Paper Prototyping, Sketching, Storyboarding, Typography.

Research

User Interviews, Affinity Mapping, User Flows, User Personas, Competitive Analysis, Heuristic Evaluation, Contextual Inquiry.

Tools and Languages

Figma, Procreate, Photoshop, Adobe XD, HTML, CSS, ReactJS, Typescript, SASS.

Frameworks

SCRUM, KANBAN.

AWARDS

AT&T 5G Sports Hackathon -

Winner (\$29,000)

IUPUI Design Sprint (Neighborhoods of the future) -

2nd place (\$500)

IUPUI Design Sprint (21st century Education) - 1st Place (\$795)

Monon30 Innovation Sprint - 3rd Place (\$200)