

# Pruthviraj

UX Designer, San Francisco, CA

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## EXPERIENCE

### UX Designer — Samsung Design, San Francisco, CA

OCT 2018—PRESENT

Conceptualized new camera experiences for Samsung's next flagship phones and conducted guerilla research around San Francisco area. Defining and designing experiences to drive Samsung products towards new identity.

### UX Design Volunteer — Prysm Inc., San Jose, CA

OCT 2017—MAY 2018

Collaborated with other researchers and designers to design and create two interactive prototypes for mobile, Prysm multi-touch displays which facilitated the product launch in healthcare vertical.

### UX Design & Research Assistant — Indiana University

FEB 2017—MAY 2018

Designed and developed mobile, web VR experiences for Bethel church, Indianapolis which helped preserve the old church for the future community.

### UX Design Intern — Harman Future Experience, SF Bay Area, CA

JUN 2017—AUG 2017

Crafted immersive in-car dashboard experience, achieved three interactive prototype variants. Discovered cutting-edge prototyping techniques to realize futuristic AR concept. Extended my internship role to achieve a shape-shifting concept prototype in AR.

### Lead R&D — Nokia, India

DEC 2015—JUL 2016

Led performance management module and pioneered agile process in the team which resulted in a higher customer satisfaction (Rating: 4.2/5).

### UX/UI Developer — L&T, India

MAY 2014—DEC 2015

Collaborated with designers and developers onsite at Samsung Electronics, Suwon, South Korea to design and develop frontend for cellular LTE extender. Authored low-level and high-level design document of LTE simulator Web UI.

**RECOGNITION** WayRay True AR Challenge, First Place, 2018

## EDUCATION

### MS in Human-Computer Interaction

Indiana University,  
Indianapolis, GPA – 3.9/4.0  
AUG 2016—MAY 2018

### BE in Computer Science & Engineering

M. S. Ramaiah Institute of  
Technology, GPA – 3.7/4.0  
JAN 2007—JUN 2011

## SKILLS

### Design & Research

Rapid Prototyping  
Journey Mapping  
Affinity Diagramming  
Storyboards, Sketching  
Contextual Inquiry  
Usability Testing  
User Personas  
User Flows  
UI Heuristics  
Wireframing  
A/B Testing

### Development

JavaScript  
HTML5, CSS3  
Unity 3D, C#

### Tools

Photoshop  
Illustrator  
Principle  
Sketch