

Nikhil Shinde

Indianapolis, Indiana

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PROFESSIONAL SUMMARY

2+ Years of UX Design and Development Experience. Proficient in UX Design, Research, Wireframing, Storytelling, Prototyping and Development for web and mobile applications. **Open to Relocate.**

EXPERIENCE & PROJECTS

UX Designer and Researcher

Gravity Drive

August 2023 - Present

Indianapolis, Indiana

- Working for a design consultancy firm based in Fishers Indiana, tasks include **site visits** and **conducting interviews, task analysis** and **data analysis**.
- Designed an end-to-end event management system resulting in over **80% user satisfaction** and **reduced client communication time by 50%**.
- Leveraged user-centered research methods, including **site visits to 7 event venues**, and **interviews with 6+ event professionals** to identify pain points and inefficiencies.

UX Designer and Developer, Project Lead

Comet Lab - IUPUI

August 2022 - May 2024

Indianapolis, Indiana

- Advocated for Flutter** to replace traditional WordPress, **streamlining development** using the Model-View-Controller (MVC) architecture, thus **reducing development time by more than 50%**.
- Led a team of 3 backend developers** in transitioning to Flutter for cross-platform app development, increasing code reusability, and refactoring legacy code for a **modular design**.
- Developed and implemented** the front-end and **state management logic**, ensuring seamless integration with designs and creating **comprehensive documentation** for maintainability.

UX Designer and Front-End Developer (Contract)

Greensat

October 2020 - March 2021

Mumbai, India

- Led the front-end design and development** of a farmer-centric **Flutter application** with **5K+ Play Store downloads**.
- Conducted** extensive user research using **mixed methods approach** with over **50+ participants** to inform design decisions.
- Utilized **Google Maps API** for innovative graphical farm representation based on location coordinates highlighting the affected area on the map.
- Leveraged **Firestore's** real-time database and **implemented the MVC architecture** to design a scalable and robust backend and state management solution.

Keyask (Industry Partner Project)

Zentra (Allegion)

August 2023 - October 2023

Indiana University

- Collaborated with Allegion's** Zentra division to identify and address user pain points associated with traditional security access control devices and **rethink additional revenue streams** for their security products.
- Led research and testing** with **10+ stakeholders** (residents, property owners), generating insights and shaping the product.

E-Turn

INFO-H 541-Interaction Design Practice

August 2022 - October 2022

Indiana University

- Conducted **field visits**, **interviewed 8 stakeholders**, and **surveyed 70+ users** that helped us understand problems with electronic waste recycling and address challenges like awareness and improving literacy.
 - Led the Prototyping and Design** phase to create a platform that promotes e-waste recycling, provides info on recycling centers and incentivizes community engagement.
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EDUCATION

Master's in Human-Computer Interaction

Indiana University, Indianapolis

August 2022 - May 2024

GPA 3.9/4

Bachelor's in Computer Engineering

Pune University, Pune, India

August 2018 - May 2022

GPA 3.7/4

SKILLS

Research Methods: Literature Review, Usability Testing, Competitive Analysis, User Interviews, Surveys, A/B Testing, Field Visits, Observation, Performance Metrics, Think Aloud, Cognitive Walkthrough, Mixed Methods Testing.

Data Analysis: Affinity Mapping, Thematic Analysis, Personas, Data Visualization, SUS Score Analysis.

Designing: Storyboarding, Prototyping, Wireframes, UI Design, UX Design.

Tools: Adobe Creative Suite (XD, Illustrator, Photoshop), Qualtrics, Figma, Android Studio, ChatGPT, Gemini.

Technologies: Flutter, Firebase, REST API, Angular, React, HTML, SASS, CSS, JS, Bootstrap, C++, Dart, Python.