

NIRMIT PATEL

UX DESIGNER & PRODUCT DESIGNER

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EDUCATION

Oregon State University

Master of Science | December 2024

Computer Science

Relevant Coursework: Human-Computer Interaction, Computer Graphics

CHARUSAT

Bachelor of Technology | 2018 - 2022

Computer Engineering

Relevant Coursework: Web Technologies, Group Projects

EXPERIENCE

Photographer and Marketing Assistant

Upward Bound Trio | June 2023 - Present

Streamlined event photography and content creation, boosting marketing materials and increasing social media impact by 20%. Led team-building activities, improving student interaction by 40%, while enhancing communication among staff.

Graduate Teaching Assistant

Oregon State University | September 2023 - Present

Supported 500+ students in Computer Graphics, Shaders, and Parallel Programming courses. Provided clear communication and structured feedback to improve project understanding and course engagement, leading to a 25% increase in student participation by the end of the term.

Junior Web Developer

Crown Software | May 2021 - July 2021

Managed a team of 5 interns to develop a responsive web application using HTML, CSS, and JavaScript. Collaborated with other teams to gather requirements, brainstorm design ideas, and ensure task distribution. Provided mentorship to fellow interns, improving their efficiency and teamwork. The project laid the groundwork for a mobile app transition, delivering a functional product under tight deadlines.

PROJECTS

Camping Supplies Store - Web App

Designed a responsive web app to solve accessibility and navigation issues in existing camping websites. Conducted user research, built personas, wireframes, and completed user testing to deliver a high-fidelity prototype with over 35 components in Figma, receiving positive feedback. [\[figma link\]](#)

Tutor Reservation - Mobile App

Directed the design of a mobile app for parents to easily book reliable tutors. Conducted research and designed wireframes, and prototypes within 4 weeks. Usability testing led to a seamless, user-friendly booking experience. [\[figma link\]](#)

Smart Plate - Mobile App

Designed a grocery management app to reduce food waste. Managed the design process from wireframes to a high-fidelity prototype, incorporating feedback from usability tests, resulting in a 32% NPS increase. [\[prototype\]](#)

SKILLS

Design

Interaction Design, Wireframing, Prototyping, Visual Design, Low-High Fidelity Mockups, Typography, Iconography, Web Design, Poster Design, Branding.

Research

User Interviews, User Testing, Information Architecture, Journey Mapping, Quantitative Analysis, A/B Testing, Competitive Analysis.

Software

Figma, Illustrator, Photoshop, Canva, HTML, CSS, JavaScript, JQuery, Git, Jupyter, VS code

Other

Rapid Iteration, Cross-functional collaboration, providing and soliciting feedback, Human-centered approach, 3D modeling, Teaching and Mentoring.

CERTIFICATION

Google UX Design Certificate

Completed a comprehensive 7-course certification, mastering the UX design process. Developed end-to-end projects involving wireframing, persona creation, journey mapping, storyboarding, and delivering final product prototypes in Figma.

VOLUNTEERING

Event Coordinator - Cultural Assoc.

Organized events with strategic scheduling and participant feedback to continuously improve future events.

Event Coordinator - UX Design Club

Facilitated workshops on Figma and the UX design process, engaging members in hands-on activities to enhance learning.

Tutor - Upward Bound Trio

Offered personalized academic support to high school students, enhancing their grasp of mathematical and scientific concepts.

Participant - Cultural Events

Showcased creativity through collage making, painting, cartooning, rangoli, and clay modeling, winning awards for collage making. Actively participated in dance performances and engaged in debate competitions.