

ankit potdar

User Experience Design + Prototyping

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With a background in engineering, constant curiosity of human behavior, and Masters education in HCI and design, I enjoy working in all aspects of the UX process.

Authorized to work in the U.S.

Experience

- oct '16-present + **Delta Dental of Washington**
UX Designer (Contract)
Synthesizing user research to map patient's journey, creating UX road-map of short term and long term product goals. Communicating designs through user stories, wireframes and red-lined UI mock-ups for developers.
- sep '15-sep '16 + **University of Washington**
Web Designer + Developer
Design and full-stack development for UW's MHCI+D website. Defined information architecture, designed UI component library and implemented the design.
- jun '13-jun '15 + **Infibeam Inc.**
Software Engineer (UI)
Led redesign and overhaul of B2B web-app for travel ticketing platform. Made plug and play UI and data-visualization libraries for web-apps.

End to end ownership from design to delivery of checkout experience for theme park ticketing platform for mobile web. Created storyboards, user stories, and wireframes. As a sole developer on this project, I implemented frontend and wrapped existing backend to RESTful web services.
- jun '12-mar '13 + **Persistent Systems**
Student Developer
Worked on optimizing tracker based Augmented Reality library for low computing power devices.

Creative

Interaction Design, Ideation,
Concept Evaluation, Wireframing
Data visualization, Redlining
Responsive web design

Research

Qualitative Research Methods,
Usability Testing, Surveys,
Field Research, Focus Groups

Programming

PROFICIENT IN

HTML5, CSS3, SCSS, JavaScript, C#

EXPERT IN

Java EE, Git, SQL, AJAX,
Web Services, REST APIs
Build Automation & Scripting

Education

- sep '15-aug '16 + **Master's, Human-Computer Interaction & Design**
University of Washington, Seattle GPA 3.82
- jun '09-jun '13 + **Bachelor of Technology (Information Technology)**
University of Pune, India GPA 9.16/10

Tools

Sketch, Illustrator, Photoshop
Principle, Tableau, Unity3D,
InDesign, Premiere Pro