

# Abhishek Mhatre

UX Experience Research/UX Design/UI Design/Product Design

Searching for a job as a User Experience Research, UX designer, Full Spectrum Product designer UI designer, UI/UX designer. A graduate Designer in HCI (Human Computer Interaction) with attention to detail. I love to ask "How" and "Why" questions for a better innovative research and design strategy.



<https://github.com/abhisheksuhasmhatre>



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<https://abhisheksuhasmhatre.github.io/>  
[abhisheksmhatre.github.io/index.html#home](https://abhisheksmhatre.github.io/index.html#home)



<https://abhisheksuhasmhatre.github.io/>



<https://dribbble.com/abhisheksuhasmhatre>

## Skills

Agile Methodology, Web Design, User Experience, User Interface Design, Usability Testing, User Centered Design, User Experience Design

## Tools

Illustrator, Affinity Designer, Photoshop, Axure RP 8, Sketch, ProtoApp, 123D Design, Cure, Microsoft Office, Eclipse, PyCharm, BalsamiQ Mockups, Figma, Weka, R-Studio, Weka, R-Studio

## Programming

HTML 5, CSS3, Bootstrap, Three.JS, Paperj.JS, PHP Forms, JavaScript, JQuery, Java, JASON, Particle Photon

## Other

Workpress

## Technologies

Internet of Things, Machine Learning, 3D Printing, Laser Cutting, Machine Learning

## OS

Mac  
Windows  
Linux

## Experience

**Free Lance Product Designer, NGO - Gomasu Development Foundationn | March 2017 - Present**

Designing Logo, Business Cards, Website, Reports, Certificates for an NGO - GOMASU Development Foundation. A complete product design.

**Achievements** - Gained more knowledge in Card Sorting, Logo Design, Product Design Process, Mind Mapping, User Flow, Agile Technology (Mixer of Scrums and Kanban Frameworks).

**Teaching Assistant, RIT Dr. Prof. Peter Lutz | August - December 2016**  
Tutor and grader for Java

**Research Assistant, RIT Dr. Prof. Matt Huenerfauth | January 2014 - Present**  
Data analysis on data from eye tracker system. Using Weka a machine learning software, analyzing data from different participants.

**Achievements** - Gained more knowledge in Machine Learning Skills, Weka, R-Studio.

**Junior Engineer, Omtech Enterprises | June 2013 - July 2014**

Quality control engineer • Wireless Communication • Robotics • PLC • SCADA • HMI

**Internship, AIR INDIA | June - July 2012**

Boeing B747-400, B777-200LR, B777-300ER, B737-800 and A310- 300 • Accessories department in Avionics department, over cable components, power sources, etc.

## Education

**ROCHESTER INSTITUTE OF TECHNOLOGY**

MS Majoring in Human Computer Interaction Specializing in UI/UX | **GPA 4, CGPA 3.5**

August 2014 - July 2017 | Rochester, NY

## Projects

**PokemonGo Website (Front End) | January - March 2017**  
HTML5 • CSS3 • JavaScript • AngularJS 2

**Redcom SIGMA Calling Windows App (UI/UX In Progress) | January - May 2017**  
Contextual Enquiry • Work Flow • Affinity Diagram • Personas • Low-Fi Prototype • High-Fi Prototype

**Achievements** - Usability Testing, Leaned more about Morae Software.

- Conducted Heuristic Evaluation on the product • Prepared a Test Plan and Conducted Interviews with participants • Decoded the videos recordings of participants using Morae software • Confirmed our findings and made a final report.

**LinkedIn OS App Redesign (UI/UX In Progress) | January - May 2017**

Contextual Enquiry • Work Flow • Affinity Diagram • Personas • Low-Fi Prototype

**Achievements** - Better Knowledge in User Centered Design, Demographics, Cultural Models, Sequence Models, Artifact Models, Flow Model, Visioning Diagram.

- Conducted Heuristic Evaluation on the product and conducted interviews • Made the Affinity Models, cultural, flow, sequence models • Prepared storyboarding scenarios and visioning diagrams.

**IoT Projects (Front End & Back End) | August - December 2016**

3 Projects • Particle Photon • C++ • HTML5 • CSS3 • JQuery • JavaScript • three.JS • paper.JS • Laser Cutting • 3D Printing • Work on Fabric

**HTML Projects (Front End) | August - December 2016**

3 Projects • HTML5 • CSS3 • Bootstrap • JQuery • JavaScript • PHP • three.JS • Responsive Website

**Slackless App Prototype (UI/UX) | January - May 2016**

Contextual Enquiry • Affinity Diagram • Personas • Low-Fi Prototype High-Fi Prototype. Link: <https://avsiid.wordpress.com>

**Achievements** - Learned more about Contextual Inquiry, Affinity Diagram, inVision.

- Conducted interviews • Made the Affinity Models and personas • Made low-fi prototypes with pen and whiteboard, high-fi prototypes with the help of Illustrator and inVision.

**Parking Lot Design (UI/UX) | August - December 2015**

Contextual Enquiry • Personas • Report

**Achievements** - Learned more about forming more open ended interview questions leading to information specific questions.

- Conducted Observatgions and interviews • Made personas • Made Storyboarding and Scenarios.