

# Rahul Jain

UX / Product Designer

📍 <http://rahuljain.co>

📞 +1 317-702-1847

✉️ [jain180@gmail.com](mailto:jain180@gmail.com)

## EXPERIENCE

### UX Design Intern / Google, CA

May 2018 - Aug 2018

Designed early stage concept features closely together with UX researchers, designers and PM's for a new unannounced project with the Google hardware team.

### Interaction Designer / Indiana University

Jan 2017 - Present

Delivered 4 different projects in healthcare, finance, and education sectors. Facilitated design sprints, led the vision for the product area and designed interactive prototypes.

### UI/UX Design Intern / Studio Science

Jan 2018 - April 2018

Assisted the product team in creating new design concepts, prototypes & solutions that support & improve overall user experience of different products + services.

### UX Designer / Colourcraft Studios

July 2016 - Dec 2016

Ideated & designed an iOS app that serves as a sales and marketing catalog for Frutarom Industries Ltd. Created flow diagram, navigation, wireframes & UI of the application.

### Visual Designer / Obbserv Online Services

May 2015 - March 2016

Worked alongside clients, marketing teams and designers to collaboratively create branding strategies & visuals in a variety of media including websites, apps & print design.

### Co-Founder & Designer / Crafft

Aug 2015 - Nov 2015

Conceptualized and designed an e-commerce application for local handicraft industry called 'Crafft' funded by MSME (Govt. of India) business incubator.

## EDUCATION

### MS, Human Computer Interaction

Jan 2017 - Dec 2018

Indiana University (IUPUI), Indianapolis, IN

### B.Tech, Electronics & Communication Engineering

2011 - 2015

Sir Padampat Singhanian University, India

## TOOLS

### Designing

Sketch

Photoshop

Figma

Adobe XD

### Coding

HTML / CSS

Javascript

React

Python

### Prototyping

Principle

InVision

Framer X

## SKILLS

### Formative Research

User Interviews

Survey / Observation

Competitive Analysis

### Generative Research

Affinity Diagramming

User Personas

Journey Mapping

Sketching

Prototyping

### Summative Research

Usability Testing

Heuristic Evaluation

Cognitive Walkthrough

## AWARDS

**Winner** - WayRay AR Hackathon, 2018

**Winner** - AT&T IoT Hackathon, 2018

**Merit Scholarship** - Indiana University