VIK KALKAT

Experience

React Developer - Vev Design   1 year

Working on the content builder platform targeted at designers & developers. Using React to build high UX widgets allowing users to build stunning content. Teaming with Customer Success to excite new customers in the accelerating company.

UI/UX Designer - Clearbridge Mobile   4 months

Designed interface and user flows for diversified set of clients, wearing shoes of many users and exploring variety of problem spaces. Took on added responsibility to meet development deadlines for Universal Studios project by implementing mobile responsive Extra Features experience for movies such as Fast & Furious. Worked with marketing team to design social media content to build brand identity.

UI/UX Designer - DaVinci Retail   4 months

Designed user flows and mockups for merchandise planning app to improve readability and sorting of large datasets. Collected user needs through consistent feedback in an iterative design process. Introduced Master-Detail design pattern to improve information overload, resulting in increased user satisfaction by 20% measured through user survey analysis.

Software Engineer - Big Bridge Tech.   4 months

Improved UX by implementing lazy loading for images and updating data loading strategy throughout the web app using Angular6 and Django (Python). Worked under tight deadlines to deliver and deploy features using Digital Ocean and AWS.

Frontend Developer - IBM Ltd.   4 months

Enhanced UX of the analytics app by designing and building a user friendly onboarding tool with HTML/CSS and JavaScript to ease learnability. Created workflow for accessible users by implementing a keyboard navigation system.

Projects

Product Design - Musical Instrument Redesign

Applied Google Design Sprint framework to quickly ideate design solutions that improve expressivity through instruments. Interviewed musicians to define user needs and collect feedback on rapidly built prototypes.

Portfolio

www.whoisvik.com

Education

Systems Design Engineering
University of Waterloo
Class of 2019

Skills

Design

Figma, Sketch, Illustrator, Photoshop, Invision, AfterEffects.

Process

User research, user experience, feature specification, wireframing, prototying, user testing.

Software

HTML5, CSS3, JavaScript React, AngularJS, Bootstrap, Nodejs, Python, Java, SQL.

Contact

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