

Shashank Jain

Product/UX Designer

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EDUCATION

University of Texas, Austin

MS, Information Studies
Specialization in UX Design, HCI
May 2020, GPA - 3.9/4.0

School of Planning and Architecture, Delhi

Bachelor in Architecture
May 2016, GPA - 4.0/4.0

ACHIEVEMENTS

Lead

Facebook Developer Circles, Austin
Oct 2019 - Jan 2021

Winner

Good Systems Autonomous Vehicles
Hackathon @ UT Austin, Dec 2018

SKILLS

Design

User Experience • Journey Maps
Storyboarding • Wireframing
Prototyping • Motion Design
3D Modelling • Animation

Research

Interviews • Surveys • User Persona
Contextual Inquiry • Usability Testing
Competitor Analysis • A/B Testing

Tools

Principle • Sketch • Figma • AdobeXD
Framer • Photoshop • Illustrator
Indesign • AfterEffects

Development

React.js • Javascript • HTML/CSS

WORK EXPERIENCE

Product Designer, Tempus

Jan 2021 - Present | Chicago, Illinois

- Led the research and design of a new platform that simplified the process of structuring and sharing complex data between systems & teams, resulting in ~80% time savings.
- Designing new features on the Real World Data team in close collaboration with product managers, software engineers and stakeholders.
- Conducted various workshops and podcast discussions with the larger design team, and contributed to the design culture at Tempus.

UX Designer, Emmersion.ai

June 2020 - Dec 2020 | Lehi, Utah

- Led the design for Emmersion's B2B platform. Consistently delivered refined user flows and high fidelity designs while contributing to the overall design system.
- Represented design in strategy meetings, and surfaced research learnings to the larger team and stakeholders to help prioritize quarterly initiatives.
- Aligned business and user needs while ensuring product excellence through collaboration with PM's and engineering teams by involving the whole team and stakeholders in the design process.

Product Designer, Institute of Digital Media Innovation

Aug 2019 - June 2020 | Austin, Texas

- Conducted quantitative and qualitative research through interviews with psychologists and young adults to identify pain points in their access to mental healthcare services.
- Designed an AI integrated mobile app that removes barriers in access to mental health care through peer support, community features, and on-demand care.
- Developed the product road-map and business model to create an investor pitch.

Interaction Design Intern, Nokia

Jan 2020 - May 2020 | Austin, Texas

- Designed and delivered two new B2B products in the space of (1) 5G-Mobile Edge Computing service orchestration for digital service providers and (2) Monetization platform for consumption based charging.
- Defined product features and direction through interviews, journey maps, and collaboration with Subject Matter Experts.
- Created high fidelity prototypes by iterating through wireframes and usability tests in a design sprint environment.

UX Design Intern, Roomster

June 2019 - Aug 2019, New York

- Collaborated with cross-functional teams including managers and engineers to validate product features for a new version of Roomster for its 1,000,000+ users.
- Led the design of iOS mobile app and web platform.
- Led the building of a cohesive design system for android, iOS and web.

Voice Interaction Designer, McCombs School of Business

Jan 2019 - May 2019 | Austin, Texas

- Designed and developed a voice interface based educational application to teach children English through stories and quizzes on Amazon Alexa.
- Conducted on-site usability study and iterations of conversational design to increase user engagement and learning.