ADRIAN RAMCHARITAR

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SKILLS

DESIGN
Product Design, User Experience, User Research, User Journey, Wireframing, Personas, User Interviews, Ideations, Survey Design, Competitive Analysis

TOOLS
Figma, Unity3D, Adobe Suite, Adobe XD, Axure RP, Visual Studio, IntelliJ

PROGRAMMING
Angular6, React, C#, HTML, SCSS, Bootstrap, Ext.js, Javascript, Java

EDUCATION

MASTERS OF COMPUTER SCIENCE
(Human-Computer Interaction)
Carleton University
Sep 2016- April 2018

· Created experimental framework for virtual reality built in Unity using the Oculus Rift APIs

BACHELOR OF COMPUTER SCIENCE
(Hons. BASc)
University of Ottawa
Sep 2010 - April 2015

· Honors project focused on battery optimization for mobile cloud gaming on Android using change blindness

EXPERIENCE

PRODUCT DESIGNER   Dec 2021 - Present
Unity Technologies | Ambitious Multiplayer games

· Led design for engine and cloud integration by collaborating with Product Managers, Designers and Developers across the organization to improve the end to end user experience when making Multiplayer games.

· Improved upon the existing design of Unity's profiler module to enhance data visualization for ambitious Multiplayer games from conceptual ideas to refined wireframes

· Worked alongside developers to understand their user journey through gameplay code by diving in and programming several prototypes resulting in a better user experience for developers

· Communicated complex designs, prototypes, UX explorations and findings to executives and stakeholders on a monthly basis by presenting them in an easy to follow summary presentation

UX DESIGNER   Apr 2021 - Nov 2021
BuildingsIOT | Smart building management system

· Communicated directly with product managers and users to understand project requirements and user needs for new features in order to prioritize designs, delivering a better user experience, faster

· Delivered high fidelity wireframes in Figma based on the project requirements and user needs allowing Product Managers to receive more accurate user feedback

· Collaborated with the customer success team to validate wireframe designs, resulting in twice as much users giving design feedback

· Implemented the new features based on the designs created in Figma into the application using React and the GraphQL API.

UX DEVELOPER   Apr 2020 - Apr 2021
Alessa | Anti-money laundering and fraud detection

· Introduced the company's first design system and design guide that emphasizes best practices when creating web components, improving developer velocity.

· Took lead as the liaison between Product Managers and Software Developers to turn big picture ideas into specific designs wireframes using Figma, streamlining the handoff between teams.

· Implemented the designs using Javascript, Ext.js and CSS to adhere to design and accessibility standards.

EXPERIENCE - CONTINUED

DESIGNER/DEVELOPER   Apr 2019 - Apr 2020
Foci Solutions | Technical and Government consulting

· Created three iterations of wireframes using Adobe XD and Figma based on user and client feedback for the development team which improved new product features for Foci's B2B products

· Conducted three rounds of user research via in person interviews to improve the UI which led to a 20% increase in usability

· Communicated between business and development teams to ensure that client requirements were met and understood resulting in a better end user experience

· Implemented wireframe design components using Angular 6 and Typescript running on a node.js server

UX RESEARCHER (Contract)   Nov 2018 - Apr 2019
Canadian Institute for Health Information | Health Information for Canadians

· Led ideation workshops that included Crazy 8's and low fidelity wireframes to generate ideas for usability testing

· Conducted six rounds of in depth usability testing and interviews using Axure RP and Adobe Connect to determine user behavior and interactions

· Analyzed and presented main themes and findings from usability testing results to stakeholders and project managers

INTERACTION DESIGNER (Internship)   May 2018 - Aug 2018
Trend Micro | Data visualization for anti-virus

· Led strategic research for dashboard design and data visualization by conducting usability testing to determine user performance and satisfaction

· Conducted competitive analysis research on existing dashboards to determine how the current product fits in the overall market

· Collaborated across three teams to iteratively evolve designs and create a design roadmap

RESEARCH ASSISTANT IN VIRTUAL REALITY   Sep 2016 - Aug 2018
Carleton University | Virtual Reality Lab

· Developed an experimental framework in Unity 3D using C# to test selection quality of various input devices which led to an academic publication

· Integrated the Oculus Rift APIs into the framework to receive controller and headset tracking data

COMMUNITY INVOLVEMENT

GAME JAM JUDGE   Jan 2023
Unity Technologies

· Volunteered on behalf of Unity as part of the judging panel at the McGame Jam 2023 hosted by McGill University

UX DESIGN PANELIST   Aug 2020
Code For Canada

· Served on the Code for Canada fellowship panel as a mentor assessing potential fellowship candidates which included interviewing candidates by getting them to critique and redesign a web page for the Government of Canada while also being asked questions as to why they made certain design decisions and how their new designs could be evaluated

BEYOND THE DESK

CYCLING   MUSIC   GAMING   GUITAR   HACKATHONS   DOGS