

AKSHAY IYER

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EDUCATION

NEW YORK UNIVERSITY | *New York, NY* **SEP 2015 – MAY 2017**
MASTER OF SCIENCE, Integrated Digital Media | GPA: 3.86/4.0

UNIVERSITY OF MUMBAI | *Mumbai, IN* **AUG 2010 – JUN 2014**
BACHELOR OF ENGINEERING, Information Technology | GPA: 3.61/4.0

WORK EXPERIENCE

ASSOCIATE UX DESIGNER | *New York, NY* **JAN 2017 – PRESENT**
MANGO CONCEPT

- Analyzed, researched and implemented an attribute based reviewing system, in an upcoming mobile application for local businesses.
- Actively contributed to the creation of 'Protothon', a hackathon to strengthen design thinking and solve real world problems.

DIGITAL STUDIO, WEB CONSULTANT | *New York, NY* **OCT 2015 – MAY 2017**
NYU DIGITAL STUDIO

- Assisted faculties, students and staff members of NYU in creating and editing websites on the WordPress platform and conducted sessions for faculties in understanding Web Programming Languages.
- Developed websites, designed mockups, banners, badges and support website for NYU's Web Publishing team.
- Assisted in developing Plugins and Plugin Artworks for the WordPress open source community.

ASSOCIATE SOFTWARE ENGINEER | *Mumbai, IN* **JUN 2014 – JUN 2015**
INDUS VALLEY PARTNERS (INDIA) PVT. LTD

- Provided Consultancy Support and developed Software Solutions for 'Providence Equity Partners.'
- Enhanced and optimized the backend structure of the company's data warehouse product, 'Polaris.'
- Assisted the client by resolving requests to technical queries and monitoring daily trades, especially in high octane situations.

SKILLS

- **DESIGN & PROTOTYPING:** Adobe CS, Sketch, Axure RP, InVision, Framer, Principle, Origami
- **UX SKILLS:** Card Sorting, Ideation, A/B Testing, Wireframing, Prototyping, Documentation
- **WEB TECHNOLOGIES:** HTML, CSS, JS, Node, React, Angular JS, WordPress, Bootstrap
- **SERVER SIDE & BACKEND:** Firebase, SQL, PHP, JSP
- **PROGRAMMING LANGUAGES:** Swift, Java, C++

CLIENT WORK & PROJECTS

HOME, *M.S. Thesis in Integrated Digital Media*

- Developed a Mobile Virtual Reality Application assisting migrated millennials in overcoming a feeling of longing for home.
- Integrated the Google Cardboard API and the Ricoh Theta 360 API to capture 360 media and view it in VR using a Google Cardboard.
- Conducted extensive research for understanding the reasons for migration, causes of homesickness, product solutions.

B.E.A.T. BOX, *User Research and Interactive Prototype*

- Developed a high fidelity prototype for storing and managing data of B.E.A.T. NYC, a non-profit organization assisting students at the Lavelle School for the Blind with speech therapy using beat boxing.
- Conducted user testing, with visually impaired students, professors, beat box instructors and parents.
- Implemented a Mobile Web Responsive prototype using Ruby on Rails, PostgreSQL, Bootstrap, HTML5, CSS3.

GOTHAM SPACE AGENCY, *User Research and Interactive Prototype*

- Designed a web prototype, for Gotham Space Agency, assisting their satellite launch mission.
- Conducted user research, developed mockups and medium fidelity prototypes using Axure RP and Sketch.
- User tested with retired astronauts, children, teachers and the clients, Gotham Space Agency.

CITYFOLK, *User Research and Prototype*

- Drafted a Pitch for a product that will assist Millennials in developing Saving Habits.
- Created a Project Plan, conducted desk and field research, and interviewed people to gain insights on Millennials.
- Developed a Project Canvas and multiple Prototype iterations to understand user behavior and reiterated over the same.