

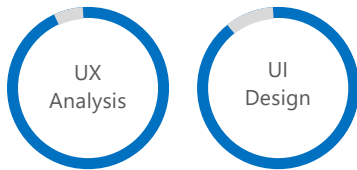


Chetan Ashok Pagariya

User Experience Analyst & Designer

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Professional Skills



Adobe Photoshop	●●●●●●●●
Adobe Illustrator	●●●●●●●●
MS Office	●●●●●●●●
MS Visio	●●●●●●●●
AxureRP Pro	●●●●●●●●
Kony Visualizer	●●●●●●●●
Html/CSS	●●●●●●●●
Adobe Dreamweaver	●●●●●●●●
3ds Max/ Maya	●●●●●●●●

Academics

Qualification & Degree:
Bachelor of Commerce,
EILM University

Certification:
3d Animations Specialist,
Arena Multimedia

Professional Affiliations:
Certified UX Designer,
Design Incubator

Experience

- **Nine years** of extensive **experience** in **UX analysis** to research needs, thinking in terms of user centered end to end design, applying strategic thinking and business goals, focusing on user feedback, understanding the relationship between visual design and interaction, develop concepts through prototyping, wireframes, and create next generation of interactive experiences using elegant design deliverables that will enable better user experiences around the world
- Delivered UX solutions by **evaluating** existing **user experiences** and identifying areas for improvement within the product, translating product requirements into UX concepts
- Total experience includes **leading** UI & graphics **team for 2 years** sparking fresh ideas as guiding product vision, creating cutting edge design solutions and delivering ideal and authentic product design for unique market of online gaming
- Familiar with **responsive design** trends, latest web developments in the design and technology process
- Executed design solutions not only limited to **desktop** but also for **smart phones, tablets** for the multiple platforms like **iOS, Android, Windows** and mobile first **website/app**
- Experienced in **communicating** and **presenting** multiple options of design strategy/rationale effectively to key stakeholders, executives, clients and team to help elicit meaningful feedback
- Practical knowledge of **UI designing, graphic optimization, 3D modeling** and animations, template creation, branding, international localization design considerations, enhancing graphics by retouching and mixing
- Analytical and innovative in **problem solving. Good communication, collaboration** and **team building** skills with proficiency in grasping new technical concepts quickly to utilize the same in a productive manner

Skills & Abilities

RESEARCH TECHNIQUES:

- Discovery of User goals, motivations and work patterns
- User Modeling – Persona, Task analysis, Heuristic evaluation
- Product Design – User flows
- Interaction Design – Mock up
- Information Architecture and Information Design - Content structure, Navigation and Presentation
- Interface Design – Components, Visual designs, Artifacts and Design guide

CORE SKILLS:

- Gather project requirements from clients and stakeholder to visualize the users' needs and translate them into user centered designs
- Create, present and deliver user flows, wireframes, prototypes and mockups, to effectively communicate interaction, user experience, design ideas, approach and to align project objectives
- Design UI for new and existing designs - includes everything from icon to application design

USABILITY SKILLS:

- Knowledge of usability principles and methods
- Knowledge of principles of cognitive psychology

UI SKILLS:

- Understanding of bit-depth, pixel-density, and resolution issues
- Prototyping—paper, Visuals, Basic HTML/CSS, or other methods
- Graphic user interface (GUI) screen layout and composition
- Page layout and composition
- Icon design and pixel-level design
- Managing color palettes
- Animation, Sound & Video editing
- Knowledge of file formats and tradeoffs

INTERPERSONAL SKILLS:

- Time management
- Stakeholder or Client management with reference for UX process
- Basic business writing—letters, email messages, meeting notes, and summaries
- Expository writing and composition
- Good communication
- Active listener
- Team building and collaboration
- Ability to visualize solutions—before they are built
- Analytical thinking
- Ability to synthesize information and identify salient points

Work Experience

Sep 2012 – Present



UX ANALYST

L&T Infotech Ltd.

Designing and conducting user-centered design research for applications. Identify the best methods and processes for obtaining user data by engaging in all stages of product development from early research and user analysis to user experience design, provide creative solutions that promote user adoption, and ease of use to support the business needs by working collaboratively with other teams taking a project from conception, through analysis, prototyping, visual design, finally to implementation.

Apr 2012 – Sep 2012



UX ANALYST DESIGNER

System-Plus Technologies

To work closely with a cross-functional team to assess product requirements, create UI models, user task and interaction flows, screen designs, and user-interface interaction details that promote ease of use and optimize the user experience for online supplier management products. Organize these design details into a complete user interface design by creating prototypes keeping abreast of current design tools, techniques, and methodologies for web based cross platform & browsers compatibility. Identify and solve any CSS issues related to UI design for production environment.

Jul 2011 – Mar 2012



LEAD UX DESIGNER

Billion Hands Technology Pvt. Ltd.

CONSULTANT FOR ONE CYBERTECH SOFTWARE TECHNOLOGIES PVT. LTD.

To set the process for graphics team. Innovate optimal solutions for the slices. Lead the graphics team and create the best possible usability solutions to deliver high quality graphics and UI for online Poker game. Creation of slice templates & optimizing graphics to integrate with Java game client & QT game client. Multi- skinning of Online Poker game. Train juniors by taking sessions on current designing tools, techniques and practices.

Feb 2009 – Jun 2011



LEAD GRAPHIC DESIGNER

Billion Hands Technology Pvt. Ltd.

To lead graphics team for high quality output with creation of Graphics & UI designing for online Poker game, Keno game, Slot games and Casino games. Slicing & optimizing graphics and integration of slices into game client by working in Agile Methodology. Multi- skinning of Online Poker game & Keno game. Creation of Web layouts for online flash game. Creation of Player Portal. UI designing for Mobile games and smart phone applications. Creation of official print media graphics including branding, office stationary, flyers & online banners. Conduct usability testing on prototypes or finished products to assess the quality of a user experience.

Oct 2007 – Dec 2008



GRAPHIC DESIGNER

Playtech Software Development Pvt. Ltd.

Creation of Graphics & UI designing for various online land based casino games. Slicing & Optimizing graphics and integration of slices into game client by working in Agile Methodology.

Apr 2007 – Sep 2007



GRAPHIC DESIGNER

Elba Inc. (L.A.)

Assets creation of website graphics. Retouching jewelry images for shopping cart, creation of flyers, promotions, sign boards for Venetian Jewelers Alaska.

Recent Projects

Dubal mPOTs **Rugged tablet web based application for aluminum production operators**
Being onsite at Dubai, gather project requirements by interviewing user group and stakeholders. Proactively analyze and bring forth ideas for continuous improvement. Create, present, and deliver user flows, wireframes, prototypes and mockups.

RBI Samadhan App **HR application for RBI employees**
Create workflow diagrams to help communicate approach and to align objectives. Revise and update designs based on customer feedback. Develop wireframes and mock ups, Visual Designs and manage the visual/user experience.

Navtech PBS **Airlines crew bidding system responsive desktop and tablet app**
Gather project requirements from stakeholders. Proactively analyze and bring forth ideas for continuous improvement. Create, present, and deliver user flows, wireframes, prototypes and mockups. Creating user interface style sheet specs for the teams in the form of a UI Specification.

P&G Human Interaction Guide **HIG document as 1-point reference for current and future apps**
Gather branding requirements, processing user experience, create a reference guide by applying usability methods, research, principle to add user experience in all future apps and boost in current apps.

Paramount Phonesheet App **App for employees and secretaries to keep updates of schedule**
Creation of mockups, wireframes and getting approved from client. Creation of UI and graphical assets, slicing it for implementation.

Accomplished Projects

Multiplatform Mobile Apps for Smart Phones, Tablets

Vantage Responsive App, Feedback App, CG Board Meet, Coloplast Inventory App, FAST app, Health calculator, Instant App, MyMovieList, SecondScreen app, ICMS app, Well Data app, Phonesheet app, AccRusi i-Pad app, Copitro app, CV-Pad, Movie Mania, Blackjack Game

Responsive Web Apps and Websites

Colleague Connect, FIT (Forms Index Tool), COI (Certificate of Insurance) App, Guy Carpenter - ROLePlay, Achilles Web Application, Poker Admin Panel, Billionhands – Corporate Website, Online Player Portal, Venetian Online jewelers shop

Desktop and web based online Games

Speed Deal or No Deal online game, Poker Multiplayer Online game, Online/offline slot games for player portal, Multiplayer Poker Game, Online Live Baccarat, Sicbo, Roulette & RoulettePro, Live PaiGow Mahjong & Multiplayer Mahjong game for downloadable desktop application. Keno Flash Game

Achievements & Awards

- Scintillation 2014- **Most Valuable** Award by L&T Infotech
- L&T **Project of Quarter** Team Award for individual's contribution towards the project and team