

Nisanth Rajavelu

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SUMMARY

Creative User Experience Designer with 3 years of experience specializing in designing softwares for satellites, with a keen eye for detail and a passion for delivering seamless user experiences. Demonstrated ability to single-handedly design a complex engineering system from scratch, taking ideas from concept to final implementation, ensuring high levels of user satisfaction and business impact.

EXPERIENCE

UX Designer | Kythera Space Solutions | Bethesda, Maryland | June 2021 - June 2024

- Single-handedly designed Kythera's flagship product, a complex system for optimizing and maintaining satellite resources, from concept to implementation.
- Collaborated with industry experts from the company to perform user research, gather requirements and provide design solutions.
- Led design reviews and iteratively designed over 200 detailed mockups and prototypes using Figma.
- Developed and implemented a comprehensive design system across the entire company, comprising over 800 design components, ensuring a consistent visual identity now employed across more than 3 products.
- Introduced an efficient design handoff using Zeplin to bridge the gap between design and development, reducing the handoff process time by 30%.
- Collaborated with and managed the UX design process for a team of 3 front-end engineers, 3 back-end engineers, and 1 product manager.
- Crafted more than 20 UI animations using Adobe After Effects, showcased at Satellite Trade Shows to effectively market the product to customers.

PROJECTS

Indie Paws - Capstone Project | January 2022 - May 2022

- Undertook a comprehensive research initiative aimed at understanding the reluctance towards Indie dog adoptions in India.
- Conducted 12 in-depth interviews, averaging 45 minutes each, with dog adopters, animal activists, and shelter managers to gather qualitative data.
- Transcribed the interviews and performed thematic analysis on the data to identify 5 major themes that yielded valuable insights.
- Iteratively designed low-fidelity to high-fidelity mockups for a mobile app, proposing solutions for key issues identified.

Mad Music | January 2021 - April 2021

- Redesigned a mobile app to address significant usability challenges within the music streaming experience, focusing on enhancing user satisfaction.
- Conducted 6 remote interviews, cognitive walkthroughs, and competitive analyses to gather qualitative data.
- Developed user flows, user stories, personas, and journey maps to ensure a user-centered design approach.
- Iteratively designed high-fidelity prototypes for mobile and watch UI platforms and created over 6 UI animations for various user flows using After Effects.

Newpath Learning | January 2020 - April 2020

- Collaborated with a team of 5 UX Designers and conducted usability testing for an e-learning company, resulting in a 35% reduction in bounce rate.
- Led five 1-hour online think-aloud sessions to uncover major usability problems and provided design recommendations.
- Compiled a severity-based report from heuristic evaluations, identifying over 40 usability issues and offering valuable insights to improve the user experience.

EDUCATION

Master's - Human-Computer Interaction | Rochester Institute of Technology | 3.9

Rochester, NY | 2022

Bachelor's - Information Technology | Anna University

Chennai, India | 2019

SKILLS

Wireframing, High-Fidelity Prototyping, Interaction Design, Visual Design, Persona Building, Storyboarding, Design Systems.

Empathy, User Interviews, Contextual Inquiry, Heuristic Evaluation, Survey Design, Affinity Diagram, Usability Testing, Ethnographic Analysis, Statistical Analysis, Literature Review, Competitive Analysis.

Figma, Adobe XD, Sketch, Adobe Illustrator, Adobe After Effects, Adobe Photoshop, Principle, Invision, Miro.