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Kunal Chaudhary

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April 2022 - Present

UX Designer II at Digit Games, a Scopely studio

Dublin

Setting UX Design direction for features and content and determining methods and procedures for best outcomes.

Responsibilities:
• Work **closely and collaboratively** with Product Managers and Engineering teams using the Design sprint methodology to define and design feature and content releases.

• Design flows and mockups from **Low to High fidelity** using our Star Trek **Design Systems**.

• Evaluate and resolve standard project constraints, issues, or roadblocks.

• Gather **feedback from Stakeholder**s and help in the quick execution of the project.

• Help **conduct UX research**, gather feedback and improve designs where required.

• Provide a clear **Atomic Design** method documentation to Engineering.

• **Mentor Junior UX designers** and be an evangelist for good UX practices.

March 2019 - February 2022

Sr. UX/UI Designer at Game Show Network

Bengaluru

Individual contributor responsible for all the UX and UI for the GSN Games- Casino app.

Responsibilities:
• **Define UX** for GSN Casino app by leading the definition of product goals, user needs, and game design requirements in collaboration with key stakeholders.

• Use **HCI methodology** to design solutions that aligns with product expectations, scope, goals, and specifications.

• Designing mockups from Low to High fidelity.

• Review existing **player research and data** to increase understanding of player's needs, motivations and pain points to apply them in design solutions.

• Gather **feedback from Stakeholders** and helping in the **quick execution** of the feature.

April 2015 - January 2019

Sr. User Experience Designer at KyePot Technologies Pvt. Ltd.

London, Singapore, Mumbai, Apr 2015 - Jan 2019

Responsibilities:
• Define the UX for a group based savings platform for Kenya and India.

• Analysed user research provided from Ideas 42 to create personas.

• Design the whole product low and high fidelity mockups) and test the MVP, in partnership with Barclays in Nairobi, Kenya.

• Conducted several A/B testing to find the best UX.

• Train juniors and push for best UX practices accross the organisation.

Art Director at Chaos Global

Gurugram, India

A broad, tight deadline driven role, involving brand & communication design.

Clients and Work:
• TAJ Group of Hotels- Designed **Website UX** for their Loyalty program (UX & UI Design).

• Maruti Suzuki- Nexa Showroom Environment & Brand experience Design.

• Partnership with Wolff Olins for Noor Bank- Environment experience design.

• Bajaj Finserv- Internal communication system and other marketing communicaiton.

• Michelin Tyres- Environment experience design for Stores across India.

• Fortune Group- Environment experience design (Signage).

Education

2018	2014 - 2015, (2:1)	2008 -2012
Certified Usability Analyst	**MS - Marketing & Brand Management**	**B.Des, Major Digital Design for Fashion**
Human Factors International	Kingston University, London	Symbiosis Institute Of Design, Pune

Technical Skills

• Design Thinking
• Design Ideation
• UX - Reasearch, Strategy, Testing and Validation
• UI - Low/Hi Fidelity Mockups, Visual Design
• Interaction Design
• Agile Project Management
• Adobe - XD,
• Adobe - Illustrator,
• Adobe - Photoshop,

• Trello
• Sketch
• Figma
• Invision
• Jira

Soft Skills

• Active Listener
• Open-Minded
• Empathetic
• Adaptative
• Research Oriented
• Good at Communication