



# Kunal Chaudhary

[www.kunalchaudhary.com](http://www.kunalchaudhary.com)

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 Stakeholders** 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 in charge of the UX in GSN Games- Casino app's features.**

### 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.
- Used **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

### Responsibilities:

- Define the UX for a group based savings platform for Kenya and India.
- End-to-end **web based UX design** for Assets managers.
- Design the whole product (low and high fidelity mockups) and test the MVP, in partnership with Barclays in Nairobi, Kenya.
- Conducted several A/B tests to optimise the UX.
- Train juniors and push for best UX practices accross the organisation.



December 2011 -  
March 2012

## 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 communication.
- Michelin Tyres- Environment experience design for Stores across India.
- Fortune Group- Environment experience design (Signage).

## Education

2018  
**Certified Usability Analyst**  
Human Factors International

2014 - 2015, (2:1)  
**MS - Marketing & Brand Management**  
Kingston University, London

2008 -2012  
**B.Des, Major Digital Design for Fashion**  
Symbiosis Institute Of Design, Pune

## Technical Skills

- Design Thinking
- Design Ideation
- UX - Research, 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
- Miro

## Soft Skills

- Active Listener
- Open-Minded
- Empathetic
- Adaptive
- Research Oriented
- Good at Communication