



ANIRUDH BOMADEVAR

Product / UX Designer

I am a passionate and curious UX designer with an insatiable appetite for learning and embracing the latest technological trends. My design philosophy centers around creating beautiful, scalable, and intuitive designs that solve real-world problems and enhance user experiences. I thrive on the challenge of entering new industries, leveraging my fresh perspective to identify opportunities for innovation and improvement. My extensive experience in product design, UI/UX research, app design, branding, mobile UI design, and marketing allows me to bring a comprehensive skill set to ensure the success of any project. I focus on making realistic designs that consider the technology stack, ensuring projects are feasible with available resources and scalable for future improvements. By continuously learning and adapting, I aim to create solutions that make users' interactions seamless and enjoyable.

Education

MASTER'S DEGREE I
DEPAUL UNIVERSITY I
COLLEGE OF COMPUTING
AND DIGITAL MEDIA
Major: Human Computer
Interaction - 2017

BACHELORS OF
ENGINEERING DEGREE I
SATHYABAMA UNIVERSITY
Major: Computer Science
Engineering - 2013

Skills

- Product / UX Design
- App/Web Design
- Interaction Design
- User Research
- HTML/CSS
- Prototyping
- Data Visualization
- Enterprise & Service Design
- Design Systems
- Iconography

Tools

- Design:
Figma, Sketch, Adobe suite
(Ps,Il,XD,Ae,Pp), Balsamiq,
Axure,
- Research:
Hotjar, Fullstory
- Ustesting.com,
- Project management :
Jira, Clickup, Trello

Achievements

- Best Project Award: Final year project among over 300 projects in 2013.
- Rapid Promotion: Promoted 3 times in one year at a multinational company.
- Sales Impact: Designed UI enhancements that doubled sales and improved user experience.
- Efficiency Improvement: Simplified user flows to reduce repetitive task times by 50%.

Work Experience

21+ MOS

August 22 - Present

Sr UX Designer II
American Chemical Society- Chicago

Led multiple projects to improve the user experience for chemistry professionals publishing and consuming research from concept to implementation, incorporating user research and input from subject matter experts.
Collaborating with cross-functional teams to ensure cohesive and user-centered designs.
Played a key role in the UX guild, contributing to the creation of a comprehensive design system which established design standards to ease development time and ensure design consistency across products.

26 MOS

June 20 - August 22

Product / UX Designer II
Nextpoint - Chicago

Designed and implemented a streamlined process to convert a complex paper-based legal system into a cloud-based application for Nextpoint. Conducted quantitative and qualitative research to validate design decisions.
Created user flows, wireframes, and interface prototypes based on user needs, while advocating for the creation and adoption of a design system. Communicated the user experience through wireframes, flow diagrams, storyboards, and high-fidelity prototypes.
Prioritized design-centered improvements, creating consistent workflows that met measurable goals.
Mentored junior UX designers.

25 MOS

Mar 18 - Mar 20

Product / UX Designer
Hyatt Corporation - Chicago

Collaborated with designers, researchers, engineers, content strategists, and product managers throughout the design process. Enhanced usability and recognizability for B2B (Internal users like hotel managers, staff and global stakeholders) and B2C (External users like guests, prospective clients and consumers) products. Facilitate improvement of proprietary internal software user processes for specific sets of advance users. Advocated for prioritizing design-centered changes and improvements while creating consistent workflows to meet measurable goals.
Designed UI architecture and built low, mid, and high-fidelity prototypes using Sketch or Axure, aligning with the tech stack(Angular, HTML/CSS/Java, and jQuery) to assist the development team.

12 MOS

Mar 17 - Mar 18

UX Designer / Operations Analyst
Tipzy Inc. - Chicago

Designed medium and high-fidelity prototypes, UI elements, and mockups using Sketch and Adobe Suite. Conducted UI redesign and icon mockups, creating a brand manual to ensure a consistent and clean UI. Developed improved user experience mockups within the app by simplifying information and organizing UI elements based on feedback and user research. Created user flows and mockups.
Produced sell sheets, manuals, surveys, usability research, video production, dashboards/data visualization, photography, and sales and marketing insights.

15 MOS

Dec 15 - Mar 17

Web Consultant / UI & UX Designer
Steans Center, DePaul University - Chicago

Contributed to community development by creating and upgrading web-based needs through research methods, delivering multiple websites to local communities for outreach and resource access.

29 MOS

Feb 13 - Jul 15

UX Designer / IT & Infrastructure manager
EcoAir - London

Developed websites to promote products and improve navigation, while enhancing external and internal website and CRM usability for ease of use.
Managed IT and Sales Executives, overseeing daily performance. Coordinated data collection efforts for research projects, CRM, and database management.

36 MOS

Jan 10 - Jan 13

Student Graphic Designer
Satyabama University - Chennai

Create artworks and websites for college websites, Projects, Symposiums. Assist in the creation of graphic design works for college blogs and any teams representing the university.