My learnings, Roles & Responsibilities

NetServ Technologies Pvt Ltd,
Bangalore

As a fresher, I got an opportunity to work as a UX/UI Designer where I learnt..
- the effective way of actively involving in kickoffs/stake holder meetings
- Conducting UX workshops
- Pulled more source of design inspirations
- Effective way of story telling
- Understanding brand identity & UI layouts
- Competitive analysis
- Did paper sketches, low/high fidelity wireframes
- Hands on with "Sketch" app
- Adapting the culture & professional ethics

Waycool Foods & Products Pvt.Ltd
Bangalore

I joined the team "Way cool" with a fair amount of UX industrial experience, and I was the second person hired for the position of UX/UI designer.
- I took more accountability here
- Collaborating more with the stake holders & developers
- Worked in agile modal
- Understood how a business modal works (B2B & B2C)
- Interacted with our users
- Understanding the design system & style guides
- Created interactive prototype
- Hands on with "Figma"
- Conducted UX workshops/talks where we shared our understanding on UX fundamentals/ideas.

Hewlett Packard Enterprise
Bangalore

Designing for enterprise in an entirely new domain, their environment, people, process, culture everything made me to feel fascinated. I spent my time in ..
- Understanding the cloud domain
- HPE products & services
- Followed UX process efficiently
- Actively involved in constructive critique sessions
- Worked on cloud services as well as internal HPE products
- Got a chance to work on a service from the scratch where it involves more or research & study
- Evaluating a entire product and revamped it
- Came up with a pattern of using templates for kicking off a project/task, design evaluation, user flows, Design vs dev
- Improved communication skills
- Did relevant course to up-skill my knowledge via LUMA training & course era
- Better collaboration with stake holders
- Got a chance to help Design system team in identifying areas for improvement
- Involved in fun activities
- Design documentation
- Got a chance to facilitate the user testing
- UT report creation
- I was able to run the entire show independently
- Cross pollination among other services
- I got a space to make mistakes, fail early and learn