

BHARGOB CHOUDHURY

UX-UI Designer / FrontEnd Developer

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<https://bhargob02.github.io/Bhargob-Ux-Ui-Portfolio.github.io/>

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" Innovative and results-driven UX Designer with a cross-disciplinary background in design and computer science. Proactive in creating the best user experience by exploring different approaches to solve users' problems. Actively pursuing a new position with the desire to undertake new challenges and make a valuable contribution in design for inclusivity for upcoming disruptive technologies that shape our future."

SKILLS

UX, UI, VISUAL DESIGN, DESIGN THINKING, DESIGN SPRINT, BRANDING, GRAPHIC DESIGN, FIGMA, ADOBE XD, ADOBE PHOTOSHOP, ADOBE ILLUSTRATOR, CPP, C, HTML, CSS, JS, JAVA.

EDUCATION

B. Tech (CSE)— Vellore Institute of Technology, Bhopal (2019-2023)- 8.04/10

Class XII — Kendriya Vidyalaya, Agartala (2018-2019)-76.2%

Class X — Kendriya Vidyalaya, Agartala (2016-2017)-9.4/10

DESIGN PROJECTS

Application design

UX Design for a Café App (Mar 22 – May 22)

- How might we help a Cafe to scale its business focused on delivery and users' needs in Locality.
- Made the UI design for a Café Application from conception to high-fidelity prototype in a span of 2 months through creating mockups, design systems, and prototypes.
- Successfully create all the steps such as conducting Usability Study, creating personas, Creating user journey maps and presentation for the project in details.
- This project was made by the help of Figma, Illustrator and photoshop.

Responsive Web design

Cosmo e-commerce website (Jun 22 – Aug 22)

- CoSmO is an e-commerce website from where people can buy any cosmetics online of any brands. CoSmO strives to provide cosmetics of top brands.
- Made the UI design for a Responsive website from conception to high-fidelity prototype in a span of 2 months through creating mockups, design systems, and prototypes.
- Successfully create all the steps such as conducting Usability Study, creating personas, Creating user journey maps and presentation for the project in details.
- This project was made by the help of Figma, Illustrator and photoshop.

CODING PROJECTS

Prototype

Automatic Hand Sanitizer (Jul 20 – Oct 2)

- Improved user experience by 12% by redesigning presentation assets, including keynotes, worksheets, and documents in a span of 3 months while collaborating with other group members.
- Improved the code by reducing the error by 2% by testing the source code of the project while collaborating with other group members.
- Increased user interest by 25% by designing the structure of the Automatic Hand Sanitizer

Android

Automatic Attendance and student management system (Mar 22 – May 22)

- Made the mobile UI design for an App from conception to high-fidelity prototype in a span of 2 months through creating mockups, design systems, and prototypes while collaborating with the other group members.
- Coded the UI of the application in Android Studio using java.
- Designed the Application logo through 3+ rounds of iteration based on feedback from potential users

EXTERNSHIP

The Front-End Development:

ProGrade Nov 21 – April 22)

- Assignment was to was to prepare responsive websites with the help of HTML, CSS and java script.
- After a month of Training on front end development we are asked to prepare a website as a final project, mine was my portfolio.
- In the whole training sessions, we solved different problems and created several websites which are uploaded in our GitHub.

CERTIFICATES

1. Oracle Java SE 8 Programming, May 21
2. Google UX Design Professional Certificate, Coursera, Aug 22

HOBBIES

Sketching Realistic Portraits and Designing Interactive interfaces

LANGUAGE

- ENGLISH
- BENGALI
- HINDI