

Amruta Bhavsar

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Profile

A hardworking, friendly, and passionate team-player focused on centering users in every project. Looking to work as a UX, interaction, or product designer.

Education

BFA | Expected 05/2023

California College of the Arts

Major: Interaction Design

Minor: Computational Practices

Skills

Design

UX Design
Storyboards
Wireframes
Prototypes
Design Research
UI Design
User Testing
Websites
Mockups
3D Modeling
Typography
Illustration
Photo Editing
Visual Design
Graphic Design

Software

Figma
Photoshop
Illustrator
InDesign
After Effects
Dreamweaver
Adobe XD
Adobe Aero
Adobe Dimension
Spark AR
ProCreate
Fusion 360
Unreal Engine 4
Mural
Miro

Work Experience

Digital Product Design Intern | 05/2022 - 08/2022

Royal Caribbean Group

- Implemented 100+ deck map design changes across 6 ships through Figma, so customers can navigate their cruise through the guest app
- Identified areas of opportunity with RCG's existing design systems, researched industry best practices to improve them, and recommended strategies to optimize the digital design team's workflow
- Mocked up wire-frames and iterations of guest app task flows such as viewing gangway times, geo-location on ships, dinner reservations, review systems, and more
- Conducted research and analysis on chat concierge systems and collected inspiration for a virtual guest service

UI/UX Design Assistant Intern | 04/2022 - 08/2022

Ren Energy

- Conducted research on renewable energy metrics and created flow diagrams to visualize the Ren platform's systems
- Collected insights and defined parameters and use cases for Ren platform's feasibility feature after interviewing target users from development operations and engineering
- Designed 50+ iterations of feasibility feature from rough hand sketches to high-fidelity wire-frame prototypes in Figma
- Final designs built into the platform after conducting 15+ user tests

Web/Graphic Designer | 03/2020 - 06/2020

NetGalaxy

- Created a wide array of materials, including diagrams, logo, branding, and other designs
- Conducted concept testing of product
- Interviewed stakeholders on brand direction to go in

Projects

ClassCars | 11/2021

Interaction Design Time Studio 2: Behavior

- Researched, designed, prototyped, and presented a mashup app that drew elements from Google Classroom and Lyft
- Designed an FTUE complementing the concept and which encouraged the behavioral change of ridesharing in users

The Pearl Headpiece | 04/2021

Interaction Design Time Studio 1: Story

- Worked with 2 other designers to prototype an interactive VR experience based on a mashup of our childhood stories
- Designed all the visual mockups of the experience for the video pitch using Unreal Engine 4, ProCreate, and After Effects