

TRISHA CHAKRABORTY

UX/UI Designer

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Stuttgart, Germany

[Portfolio](#)

[Behance](#)

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[LinkedIn](#)

PROFILE

UX/UI Designer with a background in 3d-Visualization with experience in listening to the client's needs, understanding their goals, and solving their problems. Passionate about improving people's lives through design.

EXPERIENCE

Freelance Designer

November 2015 - Current

Helped small businesses succeed by providing realistic 3d Models with V-ray lighting and texturing. By helping them through their business I understood the importance of having a proper UX strategy for better customer satisfaction. Currently helping small businesses in shaping their user experience and creating UI design for websites and mobile applications

Fute Services — 3d Modeler

May 2015 - September 2015

- Worked in 10+ projects with small and big real estate companies, offering new ideas, providing recommendations based on formal and informal stakeholder interviews
- Increased the productivity and partnership between stakeholders and company by filling the role of 2 Modeler
- Simultaneously worked on multiple projects, created realistic 3d models and prototypes, delivered improved design
- Designed and improved the content quality of Brochures and Magazines based on surveys and market trend research

PROJECTS

Vela Mobile Application

2020 | CareerFoundry

500+ hours of training with industry-leading mentors and tutors created and designed Vela, a prototype of a weather forecasting application for water sports. Approached by Lean methodology, including User Research, Information architecture, wireframing, interaction design, iterative testings, and interactive prototype.

EDUCATION

User Experience Design Certificate

2020 | CareerFoundry

Completed a 5.3 month certification program focusing on Design thinking, User Research, User Personas, User Flows, Information Architecture, Wireframing, A/B testing, Prototyping and Usability testing.

3D Animation Film Making

2015 | MAAC

24 months of learning story boarding, cinematography, character design, modeling, texturing, lighting, 3D animation to bring the story and characters to life on screen, in an engaging manner to the audience.

Bachelor in Arts

2012 | West Bengal State University

Three years of Bachelor degree in General.

SKILLS

User Research

User Journeys

User Personas

User Stories

Journey Mapping

Usability Test

Competitive Analysis

Interaction Design

UI Design

User Experience Design

Design Thinking Framework

Scrum/ Agile Framework

Information Architecture

Wireframing

Interactive Prototype

Usability Testing

User Surveys

TOOLS

Adobe XD

PowerPoint

Figma

Photoshop

Balsamiq

HTML

CSS

Javascript

Marvel App

Autodesk 3ds Max

Autodesk Maya

LANGUAGES

German B1: Still learning.

English(Fluent),Hindi(Fluent),

Bengali (Fluent)