TEJAL SAMPAT

User Experience & Interface Designer

Energetic and hardworking user experience and interface designer with strong educational background and related work experience. Can easily collaborate both directly with clients on a one-to-one basis as well as perform as part of a team with art directors and programmers.

Contact Info.

tejalgsampat@gmail.com

408-582-3547

www.tejalsampat.com

Work Experience

FICO, CA (August'17 - Present)
Lead Designer - User Experience

Design best-in-class responsive web, iOS, and Android apps. Create user flows and wireframes. Produce visual design comps and image assets. Prototype responsive web designs and micro-interactions in HTML, CSS, and JavaScript. Conduct usability tests and iterate designs. Advocate for the user and lead a user centered-design process and collaborate with a cross-functional agile team

BitGo, Inc, CA (November'15 -August'17)
UX/UI Designer

Lead the ideation and vision in a fast-paced environment to bring forth the unique products for cryptocurrencies, blockchain and distributed ledgers. Create information architecture diagrams, user experience workflow diagrams, wireframes, proof-of-concepts, and interactive prototypes.

Esri, CA (July'2015 - October'2015, May'2014 - Aug'2014)
User Experience Architect | User Experience & Interface Design Intern

Responsible for creating information architecture diagrams, user experience workflow diagrams, wireframes, proof-of-concepts, and interactive prototypes. Collaborate with cross-functional teams to present cohesive interaction, design, and user experience approaches to a non-design audience.

Rochester Institute Of Technology (Aug'2013 - May'2015) - Part time
Graduate Assistant – College of Imaging Arts and Sciences

Responsible for designing and conceptualizing the identity (logo), display panels and website for the Visual Communication Design Program at College of Imaging Arts and Sciences

Ogilvy and Mather, Mumbai (May'2011 - May'2012)
Jr. Visualizer
Successfully managed and coordinated graphic design projects
from concept through completion. Worked closely with clients to create
vision, conceive designs, and consistently meet deadlines
and requirements.

Education

M.F.A Visual Communication Design, Rochester Institute of Technology
Major: Human Computer Interaction and UX, UI design (GPA: 4.0)
Bachelor's in Applied Art (Communication Design), Sophia Polytechnic

Skills & Expertise

Responsive Design, Web design and development, Mobile App design and development(iOS and Android), Wireframing, Hi-fidelity prototyping, Workflow diagrams, User testing, User research, Information design, Personas, Moodboards, Journey maps, Conceptual models, Animation, Brand Identity, Product management and Development.

Adobe Photoshop, Adobe Illustrator, Adobe Indesign, Adobe After Effects, Adobe Muse, Adobe Dreamweaver, Adobe Animate, HTML/CSS, JavaScript, Axure, Balsamiq, Framer, InVision.

Achievements

- Adobe Design Achievement Awards 2015 Semifinalist for Interactive Infographic Design
- RIT: Maintained 4.0 GPA while attending graduate school.
- Experiential design: Designed visual identity and User Interface concepts for "E-Nabling the future", organization working on 3D printed prosthetics. Design selected for the November cover of American Orthotics and Prosthetics magazine
- Awarded the Commercial Artists Guild Bronze Cub Illustrator Award for Sole Bread Winners (2011)
- Won Access Awards 2011, An opportunity to meet and showcase my work to CEO of Scarecrow Advertising and NCD of Ogilvy and Mather
- Won the Leo Burnette Most Promising Work, and Best Exhibit for an Annual Group