

# Akash Mounabhargav, Interaction Designer

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## Education

<b>PES UNIVERSITY</b> <b>Bachelor of Design</b> (Interaction Design Major)	<b>Bengaluru, India</b> 2021-2025
<b>SADHANA PU COLLEGE</b> 11th and 12th	<b>Bengaluru, India</b> 2019-2021
<b>DECCAN INTERNATIONAL SCHOOL - ICSE</b> Yr 7 – Yr 10	<b>Bengaluru, India</b> 2015-2018

## Professional Experience

<b>SKITMEDIA DESIGN AGENCY</b> <b>UX Design Intern</b>	<b>Chennai, India (Remote)</b> June - July 2024
<ul style="list-style-type: none"><li>• Collaborated with cross-functional teams to create wireframes and UI screens for client projects, ensuring alignment with user requirements and product goals.</li><li>• Conducted user research, translated insights into low/high-fidelity wireframes, and iterated designs based on client feedback.</li><li>• Skills: UI/UX Design, Figma, Wireframing, Relume, Prototyping.</li></ul>	
<b>PES MUN SOCIETY</b> <b>Head of Design</b>	<b>Bengaluru, India</b> March - October 2023
<ul style="list-style-type: none"><li>• Led a design team of five to create visually compelling assets for <b>PeCon 2023</b>, contributing to a seamless event experience for 430 participants.</li><li>• Applied user-centered design principles to develop branding and marketing collateral that resonated with the target audience.</li><li>• Skills: Visual Design, Leadership, Project Management, Branding, Collaboration.</li></ul>	
<b>CENTRE FOR INNOVATION &amp; ENTREPRENEURSHIP, PES UNIVERSITY</b> <b>UI/UX Design Intern</b>	<b>Bengaluru, India</b> January - March 2023
<ul style="list-style-type: none"><li>• Worked on designing a gamified mobile app aimed at fostering entrepreneurial learning, translating user needs into intuitive wireframes and interactive prototypes.</li><li>• Worked closely with developers and stakeholders to align the product vision and strategy, ensuring a seamless user experience.</li><li>• Skills: UI/UX Design, Product Strategy, Wireframing, Prototyping.</li></ul>	

## Certifications

### GOOGLE UX DESIGN PROFESSIONAL CERTIFICATE

2022

Issued by Coursera, Google

- Mastered user-centered design processes including **user research, wireframing, prototyping, and usability testing.**
- Applied design thinking and **UX principles** to solve **real-world design challenges** through **hands-on projects.**

### ACCENTURE CERTIFIED UX DESIGN COURSE

2024

Issued by Accenture | Overall Score: 80%

- Learned how UX design works through **interactive video courses, quizzes, and real-world problem examples.**
- Explored **human-centered design, responsive/adaptive design techniques, and interaction design,** applying them to **real-world scenarios and business challenges.**
- Gained practical knowledge of **UX tools, empathy mapping, and usability testing** to enhance the **user experience** across **digital platforms.**

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## Achievements

- Parallax 2.0 Design Hackathon, PES University **2nd Place** 2024
- Parallax Design Hackathon, PES University **3rd Place** 2024
- **Gavel Honor for excellence** as Head of Design, People's Conference, PES University 2023
- Value Labs India Design Hackathon, **Top 6** 2022

## Skills & Tools

- Interaction Design
  - User Research
  - Wireframing and Prototyping
  - Responsive and Adaptive Design
  - Empathy Mapping, User Journeys
  - Usability Testing, Personas
  - Generative AI Tools in UX
  - Micro-interactions & Transitions
  - Analytical Thinking and Problem-Solving
  - **Figma:** Prototyping, wireframing, and high-fidelity design.
  - **Adobe Creative Suite:** Illustrator, Photoshop for Visual design and asset creation.
  - **Miro:** User journey mapping, brainstorming, empathy maps.
  - **FigJam:** Collaborative wireframing and ideation.
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