

VIRAJ UPADHYAY

UI / UX Designer | Front-End Developer

PROFILE SUMMARY

- Experience in front-end, User-Interface and User Experience Design and User Center Design comprised of website design, iOS App Design and software application design.
- Hands-on expertise in front-end development using HTML/HTML5, XHTML, DHTML, CSS/CSS3, SASS, LESS, JavaScript, XML and JavaScript frameworks such as jQuery, AJAX, JSON and Bootstrap.
- Hands on experience in developing dynamic SPA's with AngularJS, VueJS, ReactJS, jQuery and JavaScript for enhanced user experience.
- Designed and Developed Web applications using CSS pre-processors like LESS, SASS/SCSS and excellent experience in CSS methodologies like OOCSS, BEM, and SMACSS.
- Extensive experience in design and developing personas, wireframes, and prototypes using Adobe Illustrator, Adobe Photoshop, Dreamweaver, inVision, Sketch app, and Facebook Origami Studio.
- Involved in all the stages of the Software Development Life Cycle including Requirements, Analysis, Design, Implementation, Integration, Testing, Deployment and Maintenance.
- Experience as a software developer in designing & developing for the mobile platform (iPhone/iPad) using Swift and Cocoa Touch in Xcode.
- Knowledge with Objective-C and Cocoa including interface builder and storyboards and Worked extensively on XCode, Interface Builder, and Instrument.
- Involved in writing Test Plans, Test Procedures, and Test cases, executing test cases, gathering metrics and creating testing reports.
- Understanding of Apple iPhone App store requirements, iTunes Connect, iOS Provisioning Portal (Certificates, App IDs, Provisioning and Distribution) and testing on the testing / Real device. Extensively worked with Story Board, Map Kit, Core Data, Multithreading, User Defaults, SQLite, UI Alert, Delegates/Protocols and Categories.
- Understanding of scalable devices and responsive design for iPhones, iPads, and desktops. Experience working with version control system like GIT.
- Ensured to meet the business, project and design goals and objectives.
- Ability to learn, understand and fix any problem within a small proximity of time. Excellent communication and customer handling skills.
- Self-motivated and a good team player with excellent communication and interpersonal skills and capable of working independently even under high-pressure challenges.
- Strong problem solving and logical reasoning skills.
- Authorize to work for any employer in USA.

PROFESSIONAL EXPERIENCE

Verizon.

October 2018 - Present

Walnut Creek, CA.

UI / UX Developer.

Roles & Responsibilities

- Creates exemplary project deliverables including wireframes, site maps, taxonomies, screen flows or process diagrams, task analyses, competitive analyses, etc.
- Leads cross-team ideation sessions. Uses techniques such as personas, scenarios, and mental models to focus and improve solution designs.
- Designs user experiences for multiple digital channels, including mobile websites and apps, tablets, social platforms, etc.

Aride Inc.

August 2017 - October 2018

New York, NY.

UI / UX Developer.

Roles & Responsibilities

- Effectively involved in the development of application using HTML5, CSS3, jQuery, JavaScript, AngularJS, and Node JS.
- Collaborated with the UX team to develop adaptive interface designs for iOS App with Auto Layout.
- Worked with iOS frameworks like UIKit, Core Data, Core Animation, Core Graphics, Core Location to implement the Core Feature.
- Created e-mail templates using HTML and CSS tables for an internal communicator application. Developed UI/UX using twitter bootstrap and Angular JS front-end frameworks to add responsiveness CSS3 and jQuery libraries used to customize front end.
- Rebrand the logo and iOS App layout using Sketch App and inVision Studio by creating prototypes and wireframes.
- *Environment: HTML, CSS, JavaScript, jQuery, BootStraps, XML, JSON, AngularJS, Swift, Objective - C, X-Code, GIT, CocoaTouch, Third Party Libraries, CocoaPods, Carthage, Sketch, InVision, Framer, PhotoShop, Illustrator, Final Cut Pro, After Effects.*

Agloe Labs.

April 2014 - May 2015

Ahmedabad, INDIA.

UI / UX Developer.

Roles & Responsibilities

- Integrated UI/UX design across the product.
- Redesigned and launched the responsive website using (HTML5, CSS3, JavaScript, AngularJS, Adobe Photoshop and Sketch).
- Designed and developed user stories, personas, posters, wireframes, and interactive prototypes using Framer, inVision and Marvel App.
- Worked in AGILE, TDD and SDLC based on the development environment and involved in daily SCRUM meetings to keep track of project status and issues.
- Experience working with iOS frameworks such as Core Data, Core Animation, Core Graphics, Core Text and knowledge on Hybrid applications.
- Created Responsive Designs (Mobile/Tablet/Desktop) using HTML, CSS, and Bootstrap. Worked with MVC, MVVM and MV* frameworks.
- *Environment: HTML, CSS, JavaScript, jQuery, BootStraps, XML, JSON, AngularJS, Swift, Objective - C, X-Code, GIT, CocoaTouch, Third Party Libraries, CocoaPods, Carthage, Sketch, InVision, Framer, PhotoShop, Illustrator, Final Cut Pro, After Effects.*

EDUCATION

Masters In Computer Science.

Graduated in 2018

Harrisburg University.

Harrisburg, PA.

With Competitive GPA of 3.5.

CONTACTS

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