

Koushik Samanta

User Experience Designer (120+ months)

Technical Lead (30+ months)

Bachelor of Commerce, Calcutta University, 2003

www.koushiksamanta.com

s.koushik.1981@gmail.com

+91 912 633 4301

+91 900 766 0506

M3bi

Technical Lead – UX, Hyderabad, Jun 2021,

Gather and understand requirements from owner and analyse those to extract the actual need of the user through usability research. Share concepts within the group for better user satisfaction and design the final one and perform usability test.. Solve roadblocks arrive in development stage. Iteration happens till the deployments.

Synechron

Lead – Technology UX, Hyderabad, 36 months Jan 2018 – Dec 2020,

Lead a team of UX Researchers and Designers. Job role includes analyse user interviews, research competitive products, define goals, ideate strategies, design user flow & mock-ups and usability and design testing for a leading American bank's Consumer Banking Channel Technology. Did revisions with stakeholders across modules. Collaborated closely with product managers, developers & the marketing team.

Bimarian

Sr. UI/UX Designer, Hyderabad, 13 months Oct 2016 – Oct 2017

Designed graphics library in hybrid platform (Ionic) for various clients (includes medical, finance, logistics, education, transport industry) beside UX job responsibility.

C2D Soft Technologies

UI/UX Designer, Hyderabad, 3 months

Security Escape

UI/UX Designer, Hyderabad, 3 months

Infomatics

Technical Consultant, Kolkata, 10 months Jun 2015 – Feb 2016 Worked as a UX designer for Wipro. Designed pages, flow and prototypes for NRC (National Register of Citizens) and TSECL (Tripura State Electricity Corporation Ltd.). Challenge was to create simple flow as the end user bracket was huge.

CTECH Software

Sr. Designer, Kolkata, 3 months

Pixel Craft

UX Designer, Kolkata, 17 months

Worked as a freelance UX designer for various clients, projects and industries.

Sharobi Technologies

Graphic and Web Designer, Kolkata, 3 months

Binaryfolks (Logomafia)

UX Designer, Kolkata, 28 months Apr 2011 – Aug 2013

Job included Conducting user research and testing. Developing wireframes and task flows based on user needs. Collaborating with Designers and Developers to create intuitive, user-friendly software.

Design:

Illustration & UI graphics,
User flows, Concept sketches,
Wireframes & mock ups.
Production redlines, Style
guides & pattern library.

Prototyping:

Rapid prototyping

Research:

Strategy & vision,
presentations, Task analysis,
persona hypothesis, A/B
Testing & Experiment,
Cognitive walkthrough.

Design QA:

Before deployment, verify
design accuracy. Consistently
monitoring during
developments.

Tools:

Illustrator
Photoshop
Indesign
XD
Axure
Invision
Figma
Sketch

Good to Know Skills:

Logo & Motion
Graphics Design,
HTML,
CSS,
jQuery,
Bootstrap.

Good to Know Tools:

After Effects,
Dreamweaver,
Sublime Text