

Aarushi Mishra

Digital Product Designer

(+91) 7506 985 472

aarushi.mishraa@gmail.com

aarushimishra.com

ABOUT

I am a digital product designer based out of Bengaluru, India. I am passionate about minimal and functional interfaces.

My work is a showcase of my design work, which includes solutions for web, mobile, product, system and service design.

EDUCATION

M.Des. (Information & Interface Design)

National Institute of Design
2012 -2014

B.Des. (Product Design)

National Institute of Design
2012 -2014

DESIGN SKILLS

Design research, grid based web Layouts, good sense for typography, color theory knowledge, sketching, storyboarding, personas, scenarios, task-flow development, interface design, wireframes, prototypes, visual design, illustrations.

TOOLS

Adobe Products (Ps, Ai & Id), Sketch (Bohemian Coding), HTML5+CSS3, Marvel & Flinto, Principle, Microsoft Office Suite iWork Suite

EXPERIENCE

Senior Experience Designer

Fybr-tech | Bengaluru | October 2015 - Present

At Fybr, I am responsible for the user experience and visual design of various Fybr applications like Parking Genius, Parking Enforce, Fybr Insights, Fybr Ops, CHARIoT Tools.

UI/ UX Designer

Housing.com | Mumbai | January 2015 - July 2015

As a designer at housing.com, my first project focused on housing home-loans. I was responsible for building and creating flows for the product on web and android platforms. I also worked on the 'Data Collection App' of housing.com, which is on android platform.

Product Design Intern

Citrix Systems | Bengaluru | April 2014 - October 2014

As my graduation degree project I joined Citrix Systems. The product brief was to develop new parallels in the domain of 'remote information access'. The project is an 'intelligent file retrieval system' which stores and organizes information based on auto-tagging and location.

Freelance Graphic Designer

Mumbai | August 2011 - February 2012

Product Designer

Anindita Toys | Pune | December 2010 - July 2011

I joined 'Anindita Toys' for my degree project as an intern for 6 months. I was responsible for starting up an board game range for the company. My project was an environment awareness board-game.