

# Rama Deshpande

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5 years of professional experience, supporting users, businesses and games through UX/UI and product design, creative problem solving, market and user research and project management.

## EXPERIENCE

### UX/UI Games Designer

Five Mics Studios, Inc,

February 2024 - Present, US, CA, Los Angeles

- Enhanced player experiences and monetization through UI design for onboarding, rewards, and shops.
- Established a design system ensuring visual consistency across the game.

### Creative Technologist and Designer

The GIANT Room

January 2024 - Present, US, NY, New York

- Brought 100+ children's creative ideas to life by designing books and trading cards using generative AI.
- Conducted playtesting and workshops with clients like Lysol and Roblox, and led STEM and Art workshops for children (k-12).

### Project Manager

The New School

April 2022 - February 2024, US, NY, New York

- Developed digital content and resources for Executive Education, leading to 16% YoY business growth.
- Created websites, guides, and marketing assets supporting multiple programs.
- Led field and market research to support and grow operations.

### UX Designer Lead

Infosys + Wongdoody

August 2019 - May 2021, IN, KARNATAKA, Bangalore

- Designed a web and mobile platform and conversational bot for employee wellness, enhancing engagement by 12% through company-wide research initiatives.
- Improved experiences and workflows for Infosys Finacle Banking and Toyota CMS platforms.
- Led client workshops and secured new clients through pre-sales pitches.

### UX/UI Designer

HumanX

December 2018 - April 2019, IN, MAHARASHTRA, Mumbai

- Improved accessibility and usability of Pearson's English learning platform through UX/UI redesign.
- Increased conversion rates by 23% with a redesigned lead generation website for Pearson's MePro..
- Conducted remote usability testing to guide UX/UI decisions.

### UX/UI Designer

Flytbase

May 2018 - July 2018, IN, MAHARASHTRA, Pune

- Created high-fidelity user demos for a web-based drone automation platform.
- Researched competitor platforms and developed pitch decks for drone projects.

### UX/UI Designer

SmartCloud Infoservices, Pune, India

May 2017 - September 2017, IN, MAHARASHTRA, Pune

- Developed prototypes for a meditation app based on research.
- Designed unique user experiences for various use cases.

## SKILLS & TOOLS

**Design:** Adobe XD, Sketch, Figma, Adobe Creative Suite, Google/Office Suite, Mural, Invision

**Development:** Unity, p5.js, HTML, CSS, JavaScript, AR/VR Prototyping

**Product:** UX Research, Usability Testing, Client Interactions, Customer Experience

**Domains:** Healthcare, Education, Games, Finance, Data Management Systems, Automation

## EDUCATION

**Master of Fine Arts, Design and Technology**

The New School - Parsons School of Design, NY, USA

**Bachelor of Design, User Experience Design - Third Rank Holder**

MIT Institute of Design, Pune, India

## CERTIFICATES AND ACHIEVEMENTS

Games4Change - Volunteer, New York, USA

July 2023

MIT Reality Hack - Participation, Boston, USA

January 2023

Super Magfest - Indie Arcade Showcase, Maryland, USA - Alternative Controller Showcase

January 2023

IBM Quantum Jam, New York, USA - Honorary Mention

October 2021

Communication Studies Certification - Center for Communication Studies

April 2021