

SAHIB SINGH

UX Designer and Researcher

www.sahibsingh.me
sahib.singh@gatech.edu
(470)-985-0666

PROFESSIONAL EXPERIENCE

Georgia Institute of Technology | Research Assistant

August 2016 - Present

Currently leading a team of 3 designers to strengthen the web presence of a community organization based in Atlanta. Responsibilities include creating the information architecture, wireframes, high-level design mockups and developing the website.

Automatic Data Processing (ADP Payroll Services) | UX Design and Research Intern

June 2016 - August 2016

Formulated a research plan, conducted user interviews and analyzed contextual inquiries to identify shortcomings and provide design suggestions for a dashboard used by payroll practitioners.

Participated in journey mapping, information deep dives and user interviews to improve the implementation process of an ADP service.

Georgia Institute of Technology | Research Assistant

August 2015 - May 2016

Worked closely with the senior members of a community organization to conceive, design and implement features in a web dashboard aimed at providing community information.

Reverie Language Technologies | UX Designer (Part Time)

January - December 2014

Conducted competitive analysis of existing mobile keypads and identified shortcomings, conceptualized the interaction and layout, provided key usability suggestions for a multilingual keypad, which was later introduced by Google as the Android One initiative in India.

PROJECT EXPERIENCE

Sweet Auburn Wayfinding Application | UX Designer and Researcher/ Visual Designer

Conducted user interviews, created personas, interaction flow, wireframes and high-level prototypes of a mobile application along with a series of posters in multiple iterations to promote exploration and way-finding in the historic Sweet Auburn District of Atlanta.

GTPD K9 Department Mobile Application | UX Designer and Researcher

Conducted contextual inquiries, formulated user interaction, created mockups and conducted usability tests for a mobile application to help the Georgia Tech Police Department's K9 Unit record and track training data of the service dogs.

Low Light Navigation Tool | Interaction Designer and Researcher/ Hardware Prototyper

As part of a team project, conducted interviews, identified requirements, created a working prototype and performed heuristic and usability evaluations, for a product aimed at improving communication and movement in low visibility situations for the ROTC cadets.

Particle In A Box | Game Designer/ Story Boarder/ Interaction Designer

Designed game interactions, storyline and levels as part of a cross-disciplinary team of designers, engineers and developers, to develop a learning aid in the form of a video game for Quantum Mechanics. Won the Serious Games Design Challenge 2015.

Interactive Products | Interaction Designer/ Hardware Prototyper

Conceptualized, story boarded and built a number of small interactive tangible products on the principles of user engagement, affordances and interaction along with story telling.

EDUCATION

Georgia Institute of Technology

M.S. Human Computer Interaction

August 2015 - 2017 (expected)
GPA: 4.0 /4.0

Panjab University, India

Master of Business Administration

Major: Marketing
June 2014 - May 2015
GPA: 3.8 /4.0

Panjab University, India

Bachelor of Engineering

Major: Information Technology.
June 2010 - May 2014
GPA: 3.8 /4.0

SKILLS

DESIGN

Prototyping, Process Modeling
Wire-framing, Concept Sketching, Requirement Gathering, Rapid Prototyping, Visual Design, Motion Design, Data Visualization, Heuristic Evaluation, Competitive Analysis, Contextual Inquiry Usability Testing & Evaluation Affinity Diagramming, Story-boarding, Stop-Motion Animation

SOFTWARE

Photoshop, Illustrator, Sketch, Lightroom, DragonFrame Balsamiq, Proto.io, InVision, JustInMind, Omnigraffle, SketchUp, Arduino, Processing

CODING

HTML, CSS, JavaScript, JQuery
Android SDK, Python, Java, C++