# Shreyas Gharat

## Product Designer

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## ABOUT

I am a Product Designer with a keen interest in creating products and experiences that follows user-centered and iterative design process. I enjoy solving real world problems that adds value to both business and users.

## EDUCATION

**MA Industrial Design**
Savannah College of Art and Design
September 2022 - March 2024

**Product Design**
ATLAS Skill Tech University
2016-2020

**B.A. Sociology**
University of Mumbai (IDOL)
2016-2020

## SKILLS

**Design**

- User Experience Design
- User Interface Design
- Interaction Design
- Wireframes
- User Testing
- 3D Modeling
- 3D Printing
- Rapid Prototyping
- Ethnographic research
- Concept Generation
- Visual Design
- Heuristic Evaluation
- Double Diamond Process
- Journey Mapping
- Competitor Analysis
- Market Analysis
- Persona Mapping
- Card Sorting

**Softwares**

- Autodesk Fusion 360
- Luxion Keyshot
- Rhino 3D
- Figma
- Adobe Photoshop
- Adobe XD
- Adobe Illustrator
- Adobe InDesign
- Adobe Firefly
- Auto-cad
- ChatGPT
- JIRA
- MS Office
- Midjourney
- Vizcom
- Miro

## EXPERIENCE

**Shop Technician │ Savannah College of Art and Design (SCAD)**
July 2024 - Present │ United States

- Lead a team of 5+ employees providing technical training in fabrication techniques and prepare both employees and students with industry-ready skills.
- Collaborate with academic departments to align workshop resources with academic needs and innovation initiatives. Oversee operations across 4 workshop spaces, maintaining safe, functional, OSHA-compliant environments.
- Coordinating and managing 10+ cross departmental social events across 4 spaces, enhancing collaboration and support 100+ students in prototyping and fabrication for successful creation installations and product-based projects.

**Design Researcher & Product Execution │ Zero-G**
August 2023 - November 2023 │ United States

- Conducted competitive analysis across 5+ companies, and ethnography studies with 20+ users, identifying 8 critical pain points.
- Created user journey maps to understand user needs and prioritize ergonomic improvements in redesign.
- Developed interview protocols and conducted 6 user interviews and 5 prototype test sessions with 15+ participants, driving design iterations feedback.
- Advised and guided the team in material selection based on research insights, durability needs and manufacturing criteria.
- Collaborated with 6 design teams to align aesthetic direction with functional requirements outlined by client and users.
- Built a WordPress process website documenting research findings, key insights, and design iterations across 6 teams to track iterative processes.
- Delivered 2 functional prototypes, a documentation website, and a manufacturing tech pack to support handoff and production.

**UI/UX, 3D Designer │ Freelance**
July 2021 - June 2022 │ India

- Designed information architecture, user flows, wireframes, and grayscale to high-fidelity website prototypes for 2 companies launching digital platforms and products.
- Built 3D product models and created photorealistic renders for client presentations, proposals, and marketing assets across 4 companies.
- Developed 3D visualizations for consumer products, retail fixtures, and architectural spaces.
- Completed freelance projects across 6 companies, delivering UI/UX design and 3D visualization solutions to translate conceptual ideas into user-centered experiences.

**UX Designer │Avegen Health**
April 2021 - July 2021 │ India

- Collaborated in cross-functional teams with Pear Therapeutics UK to design digital therapeutic apps for postpartum depression, migraine and tuberculosis.
- Constructed wireframes, mockups, interactive prototypes and responsive design for mobile apps using user-centered methodologies based on surveys, ethnographic studies.
- Participated in 5+ user interviews as observer, narrator and note-taker to analyze and synthesize interview transcripts to extract actionable insights and inform design decisions.
- Created patient assessment questionnaires to track symptoms and migraine trigger logs.
- Applied gamification strategies and motivational techniques leading to a 20% increase in patient engagement.
- Designed real-time analytics dashboards for healthcare providers to view patients behavior usage patterns and therapy effectiveness.

## PROJECT

**iSPORT - 1**
Improving professional athletes gameplay experience using cryotherapy.
September 2023 - November 2023

**Spark**
A simplified access to all government services.
April 2022 - July 2022

**Chef**
Providing recipes options tailored to limited resources and time constraints.
January 2023 - March 2023