

Amrita Chatterjee

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Education

B.Des Interaction and UX design

The Design Village, Noida, India
2020-2024

Digital Media Design (Exchange)

Lecole de Design, Nantes, France
February 2023 - June 2023

Humanities with Fine Arts

Gyan Bharati School, Saket. India
2006 - 2020

Profile

I am a detail-oriented and visually focused individual currently studying interaction and UX design. My passion lies in game design, and I aim to specialize in this area. I am dedicated to learning and staying updated on industry trends to create digital products that are user-friendly and enjoyable to navigate.

Skills

Design

User Experience, User Interface, Interaction design, Physical prototyping, Digital prototyping, Digital illustrations, Wire-framing, Low and High fidelity prototyping

Research

Ethnographic Research, Focus group interviews, User Testing, Journey Mapping, Analyzation, Design Strategy

Software

Adobe Illustrator, Photoshop, InDesign, Unreal Engine, Figma, Procreate, Construct, Touch Designer, Adobe Aero

Position of responsibility

I have worked on several group projects and led a number of them in order to map out behaviors monitor interaction and relationships between people in a specific user group for each project in order to design for the users.

I have also worked on particular projects where I had to understand the context and requirements in order to design for the best possible outcome.

Internship

Museum in a Box - Website

August 2021 - August 2022

This was originally an academic project, but when the client approved of the suggested final design, it became an industry opportunity. This website was created from the ground up to display the client's assortment of items from various locations they had traveled to.

Cafe Mez, Gurgaon - Mural Art

October 2021

This was my first opportunity to work as a freelancer. I had to made a mural art in accordance to the cafe's theme from scratch.

CauseThatMatters - Social Media

March 2022 - May 2022

Along with academic and freelancing endeavors, my colleagues and I initiated and initiative to collect funds for non-governmental organizations (NGO)s amid the covid crisis though making digital illustrations.

Academic projects

Google, APAC, New Delhi, India - Strategy Design

February 2022 - June 2022

A self-driven project to propose interventions to drive positive systematic changes in the APAC region and not America first. An application was designed in order to organize information about plants and to help with all the information required for a plant to grow while personalizing the information for every user.

CineSphere - Virtual Movie theater - Personal Project

Nantes, France (Exchange Semester)

February 2023- June 2023

3D space for a virtual and collaborative theatre experience is a unique platform the allows you to watch movies with friends ad family, no matter where in the world they maybe be. It's a place where you can discover new films, share you favorites and connect with the like minded cinephiles.

Talk A Block - Game Design Project (Graduating Project)

August 2023 - December 2023

The project's goal was to create a game from scratch for kids with ADHD who were between the ages of 5-8 years, giving them a chance to strike up a discussion with their classmates.

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