Aryan Goud
User Experience Designer

🔗 aryangoud.com
Bē behance.net/aryangoud
in linkedin.com/in/aryangoud
✉ aryangoud154@gmail.com

Skills:
Product design, UX and UI Design, User research, User Personas & Journeys, Usability testing, User centred design, Design thinking, Interaction design, Prototyping, Stakeholder management, Data visualisation, Product strategy, Product management, Sketching. **Interests -** Psychology, Speculative Design, Tech Enthusiast (Ai, AR/VR), Game Design

Tools:
Figma, Adobe XD, Sketch, Adobe Creative Suite, ChatGPT, Webflow, HTML&CSS, Javascript (working knowledge)

Education

2012 – 2017	10th Grade **Pearson's Hillside School, Hyderabad**
2017 – 2019	12th Grade in Maths, Physics, Chemistry **St. Mary's College, Hyderabad**
2020 – 2024	**Bachelor of Design (B.Des)** in Human Centered Design **Relevant Modules** - UX1, UX2, Design Research, HCI, Visual Comm., IXD, IXD2 **Srishti Manipal Institute of Art, Design and Technology, Bengaluru**

Work Experience

Sahara
Lead UX Designer
Sep 2021 – Dec 2021

Worked with a team of two UI/UX designers to deliver the **Sahara e-commerce platform**, designing three panels—Customer, Delivery Agent, and Seller. Managed the project from **research** to **final delivery**, ensuring client satisfaction within tight deadlines.

Bizryt Solutions
UX Design Intern
Feb 2022 – Jun 2022

Collaborated with a **B2B company** to address and resolve **complex user interface** and user experience challenges. Focused on **improving usability**, enhancing **customer engagement**, and streamlining workflows through a **user-centered design** approach. Delivered actionable solutions that aligned with business goals and significantly improved the overall digital experience for users.

GHQ Gamers Headquarters
Co-Founder - Product Designer & Project Lead
Feb 2023 – Aug 2023

Led the complete **setup** of an innovative **esports gaming café** in Hyderabad, from **concept to launch**. Designed the space with a user-centric approach, collaborating with interior designers and technical experts to ensure optimal gaming experiences across zones. **Managed** all aspects of the project, including gig workers, logistics, and implementation of design elements. Transformed **research insights** into a fully operational, thriving business.

Mouse & Mammoth
UX Designer Intern
Aug 2024 – Nov 2024

Worked with a team of creative directors, art directors, and graphic designers at an **advertising agency** to enhance **website interactions**. Focused on improving user experience and interaction design for the agency's site and multiple **brand clients.** Developed solutions to optimize user engagement, ensuring seamless and **intuitive journeys** across digital products.

Languages

Fluent in English, Hindi, Telugu, Kannada (Intermediate), Marathi (Intermediate)   📞 (+91) 90593 69268