Karam Singh

UX Designer | https://www.karamgurdittsingh.com/

9505 Genesee Avenue
San Diego, CA 92121
(310)-661-1003
karamgurditt@gmail.com

Experience

Cognizant, Humana CRM Service - UX Designer
October 2022 - March 2023

Designed and prototyped wireframes in Figma that provided consistency to Humana's CRM application Service for over 29000 active users. Helped to maintain both Humana and SalesForce Lightning design standards within CRM Service while visualizing designs during SalesForce Classic to SalesForce Lightning Migration. Integrated research and user discoveries by collaborating with numerous Product owners and architects to convert design visions into prototypes. Helped to increase the overall UX maturity within CRM Service through maintaining and helping to contribute to and create a robust design system using the Salesforce Lightning Design System.

Uflo.io, San Diego— UX Designer/Cofounder
August 2020 - August 2022

In charge of leading a design team at the ground level of an Ed-Tech start up that designed the landing page of the company as well as the logo. Played an instrumental role with onboarding of new developers and hires. Created company values, mission statement and helped to transition the company brand. Found and pitched to investors as well as created pitch decks.

Education

University of California, San Diego — *BS in Cognitive Science*
September 2017 - December 2022

Current GPA: 3.5 | B.S Cognitive Science, Human Computer Interaction Specialization
Graduated with a degree in Human-Computer Interaction, complemented by extensive coursework in visual design. Successfully executed multiple capstone projects, showcasing a deep understanding of user-centric principles and design aesthetics

User Experience Projects

User Research Project- Conducted Sentiment Analysis on the Apple Products tain deeper insight and understanding of their design features

MeTime- Prototyped and Design Hi-Fidelity movie streaming application.

HaoLab- Created a 3D Interactive Homepage for UCSD's HaoLab

SKILLS

Design

Journey Mapping
User Personas
Storyboarding
Wireframing
Prototyping
3-D Computer Aided Design
3-D Sculpting
UX Designer
UX Principles
User Interface Design
Interaction Design
User Centered Design
Pitch Decks

Research

Ethnographic Methods
Usability Testing
Competitive Analysis
Statistical Analysis
Survey

Tools

Adobe Photoshop
Autodesk
Illustrator
Python
Figma
Sketch
Axure
HTML
CSS
Keynote
Powerpoint