

Basil George

Product Designer (Digital)

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PROFESSIONAL EXPERIENCE - 4+ YEARS

Loktra Technologies, Bangalore — UI/UX Designer

OCT 2018 - PRESENT

- Worked on Interface Design for Web and Mobile. (Sketch)
- Created End to End Design flow for Product Modules (UX)
- Worked on Material Designs
- Created Prototypes. (Invision Studio, Axure, Principle)
- Worked on Cross Platform Designs

GreedyGame, Bangalore — UI/UX Designer

JULY 2016 - SEPT 2018

- Worked on Interface Design of games. (Photoshop, Illustrator)
- Designed and Developed Android 2D Games. (Unity, C#)
- Worked on Native Ad Experience. (User Experience)
- Created Interaction Designs. (Marvelapp, Moqups)
- Designed Ads for better User acquisition. (UI/UX)
- Created High fidelity mockups for presenting ideas.
- Created UX wireframes, Storyboards, etc

Kings Learning, Bangalore — Product Designer

JUNE 2015 - JULY 2016

- Worked on Web Design (HTML5, CSS3)
- Created UI Elements for Web and App (Photoshop, Fireworks)
- Worked on Gamification of mobile application.
- Created Interactive Prototypes. (Proto, Invision, Pixate, Macaw)
- Created Digital Ads. (Google Web Designer, After Effects)
- Created 3D Models. (Blender)

ABOUT ME

Hi, I'm Basil, a passionate Interface and Experience Designer from Bengaluru, India.

For the last 4 years, I have worked in EduTech, AdTech and FinTech Startups defining usability and designing products.

MILESTONES

Won many Online Contests.

Got Prize for Creativity in Dream Build Play - Microsoft Competition.

Won Cash Prize for designing 3D concept EV car.

EDUCATION

MG University, BTech-EEE

AUGUST 2011 - JUNE 2015

PROJECTS

[UXDEZIGN](#) — *UI/UX Blog*

A website created for sharing information related to UI/UX.

[HEAD SCORE](#) — *Android Game*

A challenging 2D game created for football lovers.

[MOTOR GLIDER](#) — *Fun Kids Game*

A fun android game created for kids.

[PICK](#) — *An App for Designers*

An app made with Xamarin for designers.

[KORTANA RALLY DRIVER](#) — *PC game*

A rally game which use cortana as controls

[ILLUSIONPLAY](#) — *Website for Tutorials*

A video sharing site where designers can learn Design from Industry Experts.

PORTFOLIO

[DEVBEZ](#) — *Website*

A website where i host games, apps and designs i created.

[Portfolio](#) — *Behance Portfolio*

CERTIFICATIONS

[MOBILE USER EXPERIENCE DESIGN](#) — *Top 10%*

Issued by The Interaction Design Foundation (IDF).

[HUMAN-COMPUTER INTERACTION - HCI](#)

Issued by The Interaction Design Foundation (IDF).

SKILLS

Visual Design

UI/UX Design

Web Development

Game Design

Unity, C#

Xamarin

Video Editing

Interaction Design

3D Design

TOOLS USED

Adobe XD

Adobe Creative Cloud

Sketch

Invision Studio

Abstract

Figma

Proto.io, Draw.io, Mockflow

Blender

Unity