

RAHUL BHAR

Lead Principal Designer

Phone: +91-9900455228 / +91-9008518858

Email-ID: rahulbhar@gmail.com

Address: Bangalore, IN



www.rahulbhar.com in.linkedin.com/in/rahulbhar

My goal is to leverage my vast experience as a UX Designer and my passion for creating intuitive and compelling consumer experiences to innovate and improve product adoption. I will use my seasoned design thinking, agile leadership, and user-centric approach to enhance usability, drive user satisfaction, and, ultimately, accelerate product adoption.

Professional Summary

- Proven track record of growing and leading UX teams, ensuring a collaborative and innovative work environment.
- My specialization lies in fostering UX maturity across teams, a skill that has consistently enhanced the overall understanding of UX practices, providing a solid foundation for successful projects.
- Experienced in leading projects highlighting exemplary UX practices and collaborating successfully with other business units and stakeholders.
- I have significant experience conducting extensive user research, translating user requirements and business goals into user flows, wireframes, and interactive prototypes, and leading end-to-end user experience design projects.
- Demonstrated expertise in project management, coordination, and implementation of UX strategies.

Career Timeline

- 1 March 2022 - Present | **Amadeus** | Lead Principal UX Designer
- 2 April 2018 - March 2022 | **OpenText** | Lead UX Designer
- 3 August 2016 - April 2018 | **Impetus** | Module Lead UX Designer
- 4 June 2013 - July 2016 | **Altair** | User Experience Designer
- 5 March 2010 - June 2013 | **Mindtree** | Module Lead User Experience Designer
- 6 September 2008 - March 2010 | **Cognizant** | User Experience Designer

Contact

A-304, Concorde Tech Turf,
Shikaripalya Main Road,
Electronic City Phase 1,
Bangalore 560105

Education

Masters in Design - Communication Design
Dhirubhai Ambani Institute of ICT,
Gandhinagar, Gujarat
2006-2008

Post-Graduation Diploma in Visual Effects
ICAT-Chennai
2005

Bachelor of Information Technology and
Higher National Diploma- England
(Multimedia)
IGNOU- New Delhi.
2001-2004

Special courses

To be abreast with technological innovations, have attended and completed the following online courses.

- A course with the University of California on "Human Centered Design"
- A course with the University of Pennsylvania on "Gamification".
- A course with the University of Maryland on "Usable Security".
- A course with California Arts of College (CAL Arts) on "Introduction to Game Design".
- A course with Interaction Design Foundation on "Usability Testing".
- A course with University of Illinois on "Accessibility and Inclusive Design"

Soft Skills

Critical Thinking

Team Leadership

Negotiation

Teamwork

Communication

Problem Solving

Work Experience

Lead Principal UX Designer

Amadeus | March 2022 - Present | 2 yrs 2 mos

Responsibilities

As a Principal UX Designer, I played a crucial role in creating a culture of UX and increasing the UX Maturity and excellence in user-centred design within the company. I collaborated with management for talent identification and recruitment to build a team. I guided and mentored team members in UX practices. I worked as an individual design contributor with multiple product teams in airline solutions to walk the talk.

Work done

- Played an integral role in expanding and nurturing the UX team.
- Collaborated closely with management to identify and attract top talent.
- Led projects aimed at showcasing exemplary UX practices.
- Contributed expertise and insights to project discussions.
- Guided and mentored team members.
- We championed the importance of UX across the division via training sessions and workshops.
- We worked with the development team and product managers to implement the designs in an agile framework.

Lead UX Designer

OpenText | April 2018 - March 2022 | 4 yrs

Responsibilities

I have worked for a leading product in the domain of Content management systems called Documentum (D2) to reimagine the user experience of an age-old enterprise application widely used by more than 54 customers. The application was reimaged for both desktop and mobile versions. I assisted in creating a UX Strategy to reimagine the product in collaboration with the product management, development, and design teams.

Work done

- Translated user requirements and business goals into user flows, wireframes, and interactive prototypes.
- Interaction specification documents as handover document for development.
- Monitored user behavior for A/B testing.
- We have conducted extensive user research.
- We have implemented design thinking methodologies.
- Collaborated closely with developers for design implementation via Design Reviews.
- Advocated for user-centered design principles thorough workshops.
- Led end-to-end user experience design projects.
- Worked with the development team and product managers to work in an agile framework and get the designs implemented.

Module Lead UX Designer

Impetus | August 2016 - April 2018 | 1 yrs 9 mos

Responsibilities

I worked for a product in the domain of big data. Responsible for wireframing, data visualizing, and conducting usability studies, heuristic evaluation and contextual interviews for the new application version design.

Work done

- Users and stakeholder Interviews
- Heuristic evaluation
- Rapid Wireframing and Prototyping
- Responsive designs for the screens
- Data visualizing for representing data in dashboards
- Conducted usability studies and contextual interviews.
- Conducting design reviews for development teams.
- Worked with the development team and product managers to work in an agile framework and get the designs implemented.

Work Experience

User Experience Designer

Altair | June 2013 - July 2016 | 3 yrs 2 mos

Responsibilities

I started working as a product designer for a product company in the domain of computer-aided engineering. The products were related to Enterprise Process Management, Analytical Application for Work Load Management, and Remote Visualization of Simulation Analysis.

Work done

- Stakeholder and User Interviews
- Requirement Analysis
- Journey mapping
- Storyboarding through videos
- Card sorting
- Take analysis and design user flows
- Wireframing and Prototyping
- User studies and reporting
- I worked with the development team and product managers to work in an agile framework and get the designs implemented.

Module Lead User Experience Designer

Mindtree | March 2010 - June 2013 | 3 yrs 4 mos

Responsibilities

I started working as an individual contributor to user experience for multiple products for various clients. Significant involvement was in developing a strategic application project for the Indian Defense Forces. For that, I contributed to the perception of a futuristic design based on a Computer Game with AI capabilities for detection of an area, composition of deployment, and management of convey movement of the army deployments.

Work done

- Stakeholder interviews
- User Interviews
- Requirement Analysis
- Low and High-fidelity wireframes
- Visual branding for the application
- Publication of Information booklets is the application concepts
- Enabling scientists and technical architects to visualize their ideas and concepts and deriving a user-centred experience.
- I worked with developers to develop the application as per the design.
- I created a computer-based tutorial to demonstrate the application and onboard users.

Achievement

The project was awarded the best project of the year and was praised as the “Outstanding Contributor” of the year.

User Experience Designer

Cognizant | September 2008 - March 2010 | 1 yrs 7 mos

Responsibilities

I started my career as a User Experience Designer. I was heavily involved in designing and developing user experience for a Network Operating Center for eBay. I conducted usability analysis, user testing, and task analysis. I worked on Personas, user flows, task flows, prototyping, wireframe development, heuristic analysis, and expert reviews. I organised events for UX awareness, such as Quizzes.

Workdone

- Prototyping.
- I was involved in designing and developing User Interfaces for various Internet/Intranet Applications.
- Expert reviews
- User Interviews
- High and Low Fidelity wireframes development
- Involved in Requirement gathering and Analysis