

nacarac.com kanika@nacarac.com 516-413-4455

SKILLS

Tools

Figma, Sketch, Invision, Adobe CS, HTML, CSS, SCSS, Light Front-end (React, Github, VSCode)

Process

Research, product strategy, user journeys, UX and UI, usability testing, metric driven analysis, roadmaps

SPEAKER	

2021 StarEast Conference

2020 Agile DevOps Conference

EDUCATION

2013 **UC Berkeley** Course Completed for

Product Management at Haas 2001 School of Visual Arts (SVA)

BFA in Graphic Design

Winner in Design for

Portfolio.com

AWARDS

2008 Malofiej16 Silver Award Portfolio.com's Business Multimedia Interaction Designer / NYmag.com **MinOnline Best of Web**

EXPERIENCE

End to End Platform Design Manager / Hearst Inc.

OTHER COMPANIES

NYC DoITT

Scalar Capital

Leading a design team to deliver experiences that scale across the platform; collaborating with engineer and product leads on strategic vision and biz goals 03.19-05.22 Principal Designer / test.ai Full stack product designer, including research and strategy for core AI products; worked directly with clients such as Google, Microsoft, and Equinox 10.14-10.18 Head of Design / Hearst Inc. Emerging Tech Group Full cycle ux and visual design for voice skills, web, and mobile; product strategy; measure and analyze; (Media, Business, Health, and Auto) Head of Design / BranchOut & Talk.co 02.11-10.14 Research to delivery design for mobile apps and web platform for all products; email and marketing material; research, product strategy, branding 11.10-02.11 UX Designer Contractor / CNET for CBS Interactive Redesign search; build wireframes and styleguides for CNET; CRM collateral UX & Interaction Designer / SPIN.com 12.09-08.10 Site redesign; templates for CMS; design ipad app with design team Senior UX Online & Interaction Designer / Oyster.com 07.08-11.09 Concept to launch design, IA, and branding for site; complete design cycle including user testing, feedback, analysis, iteration; created and maintain styleguide Interaction Designer / Condé Nast's portfolio.com 08.07-07.08 Design financial editorial website; produce interactives; bug tracking and optimizing with PMs and IT; write and edit functional specs 01.02-12.06 Concept to launch design, IA, and branding for site; complete design cycle including user testing, feedback, analysis

EggHaus

HyperGraphics

06.22-Present