# **Aryan Tripathi**

Interaction designer & UX Designer passionate about merging creativity with functionality. He specializes in user experience design, brand identity development, and sustainable design practices, leveraging research, ideation, and prototyping to craft innovative, user-centered solutions. His work ranges from designing inclusive visual merchandising strategies to developing intuitive digital platforms, consistently transforming complex challenges into impactful experiences that resonate with diverse audiences.

# **Work Experience**

## UI/UX Consultant, Gspann Technologies

Oct 2024 - Present

- Continued working on ContentHub GPT post-acquisition, leading user research, prototyping, and design system refinement for accessibility.
- Partnered with cross-functional teams to optimize and scale interfaces, enhancing the product's overall user experience.

## UI/UX Design Intern, Zorang Technologies

Feb 2024 - May 2024

- Contributed to the design and user experience of Qaddoo and ContentHub GPT by conducting user research and crafting wireframes and prototypes.
- Revamped the design system to improve accessibility and collaborated with cross-functional teams to iterate designs based on user feedback.

## Graphic Design Intern, Yellow Design Cafe

Jan 2023 – Feb 2023

- Designed promotional videos, documents, and user interfaces for Beautiful Coordinates to enhance brand presence.
- Developed multimedia design, content creation, and UI design skills.

## **Projects**

# **Echoes of Chibbramau**

A narrative-driven video game set in 1970s rural India, that follows Maya, a 14-year-old girl, blending stealth gameplay with emotional storytelling and highlighting Indian village life.

#### P5.js Gestural Volume Control

An interactive project using P5.js, where users control audio levels through hand gestures using computer vision—merging design and technology seamlessly.

#### **EchoVerse: Finding Connect**

A UGC platform concept designed to enhance discoverability and live streaming for a global audience aged 13–35, amplifying user voices across gaming, music, and entertainment.

#### Contact

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#### **Skills**

#### **Technical Skills**

- UI/UX Design (Wireframing, Prototyping, Responsive Design)
- User Research (Heuristics Evaluation, Usability Testing)
- Design Systems (Accessibility and Consistency)
- Interaction Design
- Brand Identity Development

#### Tools/Software

- Figma
- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Adobe Premiere Pro
- AutoCAD
- SketchUp
- V-Ray
- Arduino
- Miro
- VS Code
- GitHub
- P5.js

#### Languages

- English
- Hindi

# **Educational Background**

The Design Village, Noida Bachelor's in Design 2021 - Present

# Somerville School, Vasundhra Enclave

10+2 2007 - 2020