Prajakta Digamber

User Experience Designer & Researcher
based in London

www.prajakta.space
linkedin.com/prajakta-digamber
prajakta.digamber@gmail.com

Work Experience

Self-Employed Design Consultant
Sep 2023-Present

Managing multiple design projects partnering with clients like Repowering London, The Idea Factory Radio and more

Design Researcher
Royal College of Art, City Design
Sep 2022-Aug 2023

Created an interactive public exhibition in London, built a website for the Border Environments Studio, and presented audio-visual research through stakeholder interviews, spatial mapping, and media analysis.

Lead Product Design Consultant
TimelyAI Technologies
Mar 2022-Jun 2023

Lead the design functions for a zero-to-one digital product for independent beauticians across the United States; Conducted qualitative interviews and usability tests with potential users and consistently initiated improvements to the prototypes.

Lead Product Designer
ClayStack.com
Sep 2021-Jan 2022

Lead a small team of designers to build in-house products in the decentralised finance domain; Managed workflow of product, branding and marketing design, Collaborated with external design agencies and independent designers on different parts of the product.

UX Design Guide
Thence.co Consultancy
Sep 2021-Jan 2022

Overlooked multiple design projects by helping teams with project planning to ideation to prioritisation of features to client communication and delivery; Managed projects from multiple domains like B2B Retail, Sports Engagement, FinTech and Healthcare; Guided junior designers with setting up independent as well as team-wide design processes.

Education

MA City Design
Royal College of Art
2022-2023

BDes Communication Design
Symbiosis Institute of Design
2010-2014

Diploma in Foundation of Art
Model Art Education Society
2009-2010

Volunteering

Community Radio Show Host
The Idea Factory
2023-Present

Migration Researcher
Europe Must Act
2022-2023

Skills

Research & Strategy
Research Strategy, Qualitative Research Methods, Research Synthesis, Design Auditing, Interviewing, Exhibiting Research, Fieldwork Methods for Spatial Studies, Defining Content Strategies, Defining Go-to-market Strategies

Design
Workshop Facilitation, Prototyping, Wireframes, Optimising Information Architectures, UI, Design Systems, Defining Visual Identity Design, Animating Micro-interations, Motion Design, Illustration

Tools

Figma, Miro, Various prototyping & co-creation tools, Adobe Suite, SketchUp, Unreal Engine(Basic), Wix Studio, Spline 3D

Work Experience (continued)

Product Designer
Obvious Ventures LLP
May 2018-May 2021

Worked in teams to come up with end-to-end design solutions for products in different domains like FinTech, Healthcare, Marketing, Gaming, Non-profit and more; Ideated and created prototypes for testing with users using mixed research methods; Conducted qualitative user interviews and usability tests, synthesised research findings and presented research reports to clients.

Art Director
Advids.co
Oct 2015-Aug 2017

Worked directly with clients to ideate visual styles and storyboards for explainer videos.

Illustrator & Concept Artist
Girgit Studios
May 2015-Aug 2015

Illustrated characters and backgrounds for animated short films like ads and television promos for multiple clients.

Junior Concept Artist
Maya Digital Studios
Dec 2014-May 2015

Produced characters and props for a 2D animated TV series for children.

Intern Preproduction Artist
Paperboat Studios
Jul 2014-Oct 2014

Researched and developed visual styles, characters and backgrounds for a children TV show.

Intern Game Artist
Studio Little Monsters
May 2013-Jul 2013

Created 2D characters, props and backgrounds for a couple of iPad games.

Intern Photojournalist
The Times of India
May 2011-Jul 2011

Covered news and off beat pictures for the main supplement of TOI.