# RAHUL PRAKASH
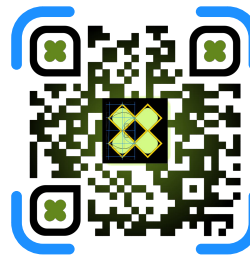## UX & UI Designer | AI Workflow Integration | User Researcher

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## SUMMARY

UI/UX Designer with a background in software and usability engineering. I create user-centered, intuitive designs using data-driven, research-based methods. Skilled in wireframing, prototyping, and using *tools like Figma, Adobe Creative Suite, and Confluence*, I balance technical problem-solving with user empathy in operational settings. I'm always eager to explore emerging technologies and stay current with evolving design trends.

## WORK EXPERIENCE

### Part-Time Property Manager,
#### Mühlenstr. 258, Dachsberg
📅 December 2022 – September 2024  📍 Kamp-Lintfort, Germany

- Handled inquiries, room tours, and contracts for over 260 tenants in a *WG with 22 rooms*.
- Managed repair requests and maintenance via a reporting system.
- In the ~2 years I worked, I ensured all the rooms were *rented 99.62% of the time*.

### Associate Software Engineer,
#### Toshiba Software India Private Limited
📅 August 2019 – June 2020  📍 Bengaluru, India

- Worked on integrating multifunction printers (MFPs) as part of the API team, translating functional requirements into software components, *handling three monochrome and two color models*, encompassing various sub-types tailored to diverse capabilities, speed, scale, and sizes
- We used *C++ for device programming* and *PyTest for testing*, ensuring changes met requirements before deployment.
- I collaborated with our Japanese counterpart on feature additions and legacy device integration, navigating the cultural nuances and adhering to extensive documentation protocols.

### Project Intern,
#### Bodhi Labs Software services Private Limited
📅 December 2018 – April 2019  📍 Bengaluru, India

- Collaborated with a four-member team to prototype *PongFox, an advanced table tennis robot*, focusing on proof of concept and reliability.
- Developed design concepts by leveraging industry expertise to ensure a strong foundation and precision.
- Researched development boards, transitioning from Arduino to Raspberry Pi for wireless integration, and explored other boards for improved sustainability and cost-effectiveness.
- Researched training methodologies, devised custom training drills, and translated *user needs into effective user-centric features*, collaborating with industry experts.
- Presented PongFox weekly at local clubs, observing user engagement and gathering feedback to drive innovation.

## EDUCATION

### M.Sc., Usability Engineering,
#### Hochschule Rhein-Waal
📅 October 2022 – Present  📍 Kamp-Lintfort, Germany
- **Key Focus:** UX Design, User Research, Strategic Usability, Design Thinking.

### B.E, Information Science and Engineering,
#### Siddaganga Institute of Technology
📅 June 2015 – May 2019  📍 Tumakuru, India
- **Key Focus:** Software Engineering, Web Development, Project Management.

## KEY ACHIEVEMENTS

### 🤖 Workload Reduction Efficiency
- Created a *custom GPT-based assistant* for a WG, automating responses for tenant FAQs regarding house rules and daily routines.
- This automation *reduced the manual workload by 40%*, significantly improving operational efficiency and tenant satisfaction.

### 📈 Concept Redesign for Enhanced Precision
- Led the redesign of the feeder system for PongFox, enhancing precision by *doubling the container capacity to 50 balls*. I used an additional servo motor as a shaker to prevent ball pinching.
- This upgrade boosted reliability and allowed for longer practice sessions with fewer interruptions.

### 🏆 Award-Winning Digital Project
Was awarded by the state government (in India) for the 'Bird Census using Digital Photograph' project. Used OpenCV and ML to *identify and monitor bird counts* for conservation and environmental efforts.

## SKILLS

**Core Skills**

User-Centered Design | Usability Testing | Interactive Prototyping | UX Research & Analysis | Object Oriented Programming | HTML & CSS | Agile Methodologies | Information Architecture | Interaction Design | Design Systems | Rapid Prototyping

**Technical Proficiency**

**UX Tools**  
Figma | AdobeXD | FigJam | Canva | Notion

**Web Development**  
HTML | CSS | JavaScript | Django | Flask | SEO

**Programming Languages**  
Python | C++ | Java | Shell Script

**Frameworks**  
TensorFlow | Jupyter | PyTorch | Machine Learning | AI-Driven-Development | Github

**Testing & Debugging**  
PyTest | Selenium | VS Code

**Data Visualization & Statistical Analysis**  
JASP | Google Trends | SimilarWeb | Spreadsheets

**Languages**  
German (A2) | English (Fluent)

## CERTIFICATIONS

- Motion Design with Figma: Animations, Motion Graphics, UX/UI (Udemy, 2024)
- Complete 2024 Web Development Bootcamp (Udemy, 2024)