



Nikhil Venkatesh

I'm a creative storyteller and product designer with a passion for **animation**, **interaction**, and **experience** design. Let's build awesome products together!

I'M GREAT AT

UX Design
Animation & Motion Design
Interaction Design
Responsive Web + Mobile UI Design
Ideation + Concept Testing
Wireframing
Prototyping
Visual Design
Design Strategy
Usability Testing
User Research

I LOVE USING

Sketch
Invision
Framer Studio
HTML + CSS + JS
Adobe Photoshop
Adobe Illustrator
Adobe AfterEffects
Autodesk Maya
Unity



nikhilv.com



206 739 4980



nikhilv.13@gmail.com



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EXPERIENCE

User Experience Designer / Xactly Corporation

Jun '16 - Mar '17

I drove the UX, interaction, prototyping, and visual design for the Xactly Incent Android app. I designed and implemented platform-specific style guides and documentation, leading to a more efficient workflow between remote teams.

As Xactly's first UX designer, I worked with the product team to introduce and implement design processes into existing workflows, evangelizing design at an organizational level. This led to greater design adoption within the product and engineering teams.

UX + Interaction + Visual Designer / Freelance

Feb '15 - Present

I work with startups and small businesses to design mobile and web UIs, define UX strategy and build digital experiences. My services include UX consulting & strategy, wireframing, interaction, visual and motion design, prototyping, writing specs and front-end coding with HTML/CSS/JS to build deployable websites.

Character Animator / Technicolor SA, Sanraa Media

May '11 - Aug '15

I animated characters, props and cameras on multiple award-winning TV shows including 'Dragons: Riders of Berk', 'Nickelodeon's Teenage Mutant Ninja Turtles', and 'The Adventures of Puss in Boots'.

As a passion project, I developed tools and scripts within Autodesk Maya to improve and optimize my team's workflow, leading to faster turnarounds and higher consistency.

Clients: Dreamworks TV, Nickelodeon, Netflix, Endemol UK.

PASSION PROJECTS

SIM: The Social Robot / Character + Interaction Design

Sep '16 - Present

SIM is an award-winning robot prototype capable of exhibiting emotional responses to social situations. Our goal was to evaluate if social intelligence in robots allows for more natural interactions between the robot and user.

I am responsible for designing how SIM's face should look and feel, designing and prototyping facial animations and body movements, animating the emotional responses and testing the effectiveness of the responses.

EDUCATION

MS, Human Centered Design & Engineering

2015 - 2017

University of Washington *Seattle, WA*

Masters, Digital Media (3D Animation)

2009 - 2010

University of New South Wales *Sydney, Australia*

BS, Computer Science

2006 - 2009

University of Madras, Loyola College *Chennai, India*

AWARDS

HCDE Graduate Award for Excellence in Innovation

Jun 2017

Awarded by the Department of HCDE for work on 'SIM: The Social Robot'.

Top Performer of the Quarter

Q1 2015

Awarded by Technicolor for work on 'The Adventures of Puss in Boots'.