Nikita George

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EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY *Atlanta, Georgia*

Bachelor of Science, Computational Media (with threads in Interaction Design and Media) *Graduation Date: 05/2024*

Deans List (7 semesters) GPA: 3.5/4.0

EXPERIENCE

GEORGIA TECH RESEARCH INSTITUTE *Atlanta, Georgia*

UX Design Intern *05/2023 - Current*

- Developing an iOS newsfeed app using Swift and FastAPI that allows users to create posts, comments, messages, and join forums

CXR AGENCY *Brooklyn, New York*

Immersive Design Intern *05/2023 - 08/2023*

- Developed an immersive VR office for the Government of Sharjah- Department of eGovernment, revolutionizing remote work productivity and creativity; reduced project delivery time by 20% and 15% improvement in employee satisfaction
- Designed mockups of the office spaces and began the process of creating them in 3D using Blender and Maya

THE HOME DEPOT *Atlanta, Georgia*

UX Design Intern (Merchandise Execution Team) *01/2023 - 05/2023*

- Researched common problems in-store associates face using the Home Depot app - BOLT to help save them time and better encourage them to keep the bays organized
- Reduced average task completion time by 5 minutes (25%) by identifying pain points and prototyping solutions based on user research with 50+ associates and understandings from in-store visits and discussions with associates, an empathy-map workshop with other UX designers, and use of a Journey Map

UX Design Intern (Store Tasking Team) *08/2022 - 12/2022*

- Improved Home Depot app feedback through insights from associates, facilitating a quicker and more user-friendly process
- Leveraged a UX Research survey, gathering 65+ associate responses on app feedback experiences
- Implemented insights to provide increased flexibility and a cohesive feedback experience across all apps

UX Design Intern (Finance Team) *05/2022 - 07/2022*

- Applied UX Research interviews to find risks and issues with a financial report for the 10K and 10Q reported to Wall Street
- Created interactive Tableau report reducing load time by 50% and completion time by 30% through UX research interviews identifying issues in existing reports

GEORGIA INSTITUTE OF TECHNOLOGY *Atlanta, Georgia*

Teaching Assistant *01/2021 - Current*

- Teaching Python to undergraduate students by holding over 100 tutoring sessions and grading programming assignments

PROJECTS

ACCESSCORPS VERTICALLY INTEGRATED PROJECT *Atlanta, Georgia*

Team Lead *08/2022 - Current*

- Working with Georgia Tech professors to make their courses and content more accessible
- Leading redesign of GT project team websites, Canvas course materials, and course structure to improve accessibility, enhancing learning for 1050+ students

AUGMENTED REALITY APP DESIGN *05/2023 - Current*

- Developing AR app with THREEjs providing interactive campus tour experience that has demoed to 75+ prospective students

GEORGIA TECH UBICOMP RESEARCH *05/2023 - Current*

- Unpacking the long-term caregiving experience of family caregivers and patients with chronic diseases by analysing posts from online caregiving communities

ANDROID APP DESIGN *08/2022 - 12/2022*

- Developed an Android App that displays real-time, adaptive, location aware campus events on Georgia Tech

GAME DESIGN *08/2021 - 05/2022*

- Designed over a dozen games using C on the GameBoy Advance including level-based, rhythm-based, and classic games

SKILLS

Design: Axure, Figma, CSS, Adobe Creative Suite, Miro, Blender, Maya

Programming: C, HTML, JavaScript, Swift, ReactJS, AngularJS, Python, Java, D3.js, MATLAB, Unity, Unreal, Aframe, ARKit

Concepts: UX Design, UX Research, Web Development, App Development, Mixed Reality, Augmented Reality, Virtual Reality, Wireframing, Prototyping, Inclusive and Accessible Design, Data Analysis, Object Oriented Programming, Data Structures and Algorithms, Game Design, Linear Algebra, Graphic Design, Agile Methodology, Computer Graphics and Animation, Data Visualizations