

Aashrey Sharma

UX designer with AAA Games experience and 6+ years in digital product design

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EXPERIENCE

UX Designer, Epic Games

Jan 2021 – Present

Designing player-centric social, identity and engagement features for Fortnite like the new Social Sidebar, Social Tags and Looking For Party.

- Responsible for the end-to-end design of features including concepting with Product teams, iterations, wireframes, prototyping, creating test scripts with the UX Research team, pitching finalized approaches to stakeholders and senior leadership, and supporting Tech Design and Engineering in feature implementation.
- Proactively developed design tools for prototyping, game UX design workflows and, documentation spoke at internal and public events to make design teams more efficient across Epic.

Product Designer, Epic Games

Oct 2020 – Jan 2021

Led UX design and collaborated with Product, Engineering, QA and Marketing teams for new Houseparty features including Fortnite Sidekick integration, Fortnite Game Streaming, Active Speaker Mode and Large Rooms.

Product Design Intern, FiscalNote

June 2019 – August 2019

Led end-to-end design of Android business card scanner for a SaaS product by conducting research, pairing with developers and designing an optimized user experience communicated through high-fidelity prototypes.

- Identified, solved 2 high-impact pain points by analyzing information architecture and creating workflows.
- Created wireframes, prototypes and interaction models to drive conversations with internal stakeholders.
- Designed app UI compliant with all 10 NN/g Heuristic and Form Design guidelines and FiscalNote brand.
- Increased developer satisfaction and improved collaboration by sharing annotated design spec on Zeplin.
- Delivered feature on-time and on-budget with complete documentation (UX report, design spec).

UX Graduate Assistant, University of Maryland

January 2019 – May 2020

Designed UI compliant with WCAG accessibility standards, conducted usability tests and prototyped 8+ features in code, available to 100,000+ students at University of Maryland and Northern Virginia Community College.

Software Developer, IBM

August 2016 – July 2018

Designed, developed and shipped front-end UIs and backend features for an agile enterprise product. Organized and led workshops to create UX awareness and instate best practices for developers and product suite.

Mobile Lead, Hullo, Inc.

April 2015 – May 2016

Designed, developed and shipped a voice messaging app and SDK for Android at an early-stage SaaS startup.

SKILLS

Digital Design	Wireframing, Design System Components and Libraries, UX Design, Interaction Design, Prototyping, Motion Design, Branding, Visual Design, Design Pattern, Style Guides, Illustration, Typography, Personas, Storyboarding, Information Architecture, User Flows, Visual Hierarchy, Sketching, Heuristic Evaluation, Competitive Analysis, User Interviews, Quantitative & Qualitative Data Analysis, Journey Mapping, Usability Testing
Toolset	Figma, Sketch, Adobe Creative Suite, Principle, InVision
Development	Android, HTML, CSS, Javascript, Java

EDUCATION

M.S. Human-Computer Interaction (GPA – 4.0), University of Maryland, *College Park, MD, USA*

May 2020

M.S. Mathematics & B.E. Electronics & Communication, BITS Pilani, *India*

July 2016