

# Minesh Govenji

## Designer & Artist

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## Work Experience

### Objective

Applying design thinking to a focused end-to-end product development, defining the user need, ideate & design, prototype and test potential solutions.

### Education

**Academy of Art University, CA.**  
MFA, Web Design and New Media  
May 2013

**University of San Francisco, CA.**  
Bachelor of Arts & Sciences, Graphic Design  
Minor in Business  
May 2010

### Skills

User Experience  
User Interface  
Interaction Design  
Design System  
Visual Design  
Prototyping  
User Research & Testing  
Typography  
Data Visualization  
Publication Design  
Branding and Identity  
Web Design  
Icon Design

### Tools

Figma  
Sketch  
Adobe After Effects  
Adobe Photoshop  
Adobe Illustrator  
Adobe InDesign  
Adobe Dreamweaver  
Principle Prototype  
UserTesting  
Invision App  
HTML5 & CSS3  
MS Office

**Senior Product Designer** 08/2015 - Present

#### Hotwire, Expedia Group

Lead, own and design the end-to-end user experience for both the iOS & Android mobile application platforms.

Help lead and drive the vision and planning for the product.

Manage multiple projects, ensuring deadlines are met.

Partner with Product Managers, engineers, researchers and designers in the release of the experience from concept to launch.

Present product design solutions to all relevant team members.

Perform market research, competitive analysis and tear downs on products.

Build, test and release design components to our design system.

**Senior UI/UX Designer** 11/2014 - 06/2015

#### Striiv Inc

Design and maintain visual interface and the experience for the Striiv App across multiple operating systems, iOS, Android & Windows, as well as the website - Striiv.com.

Drive the user interface design for mobile applications and hardware products.

Centrally involved in all UI/UX decisions for interaction models, UI designs, and UI details that optimize the user experience for Striiv Devices: Striiv Fusion and Striiv Touch.

Collaborate with design, product, engineering and firmware teams to develop and design deliverables that move from concepts to a final product.

**UI/UX Designer** 06/2014 - Present

#### MyLikes, Likes

Centrally involved in all UI/UX decisions for Likes app on mobile for iOS & Android and its web based platform.

Design and maintain visual interface design across multiple operating systems. Evaluate engineering builds and providing feedback.

**UI/UX Designer** 09/2012 - 05/2014

#### Six Studios - Symphony Teleca

Conceptualize and create intuitive, engaging brand-consistent experiences across Windows, Android, IOS and Web for mobile phones, tablets, desktops.

Communicate and promote design solutions to senior management and teammates, including engineers, product managers, partners and clients.

Conduct heuristic evaluations; review and assess the experience of a specific set of use cases.

Work in tandem with UI/UX designers, managers, software engineers and developers in an agile and collaborative environment.

**Visual/Interface Designer** 06/2012 - 08/2012

#### TrickPlay

Worked in teams with other interns at TrickPlay to create applications that demonstrate the capabilities of the TrickPlay software platform.

Designed the interface for each application, on both the television and mobile devices.