

Minesh Govenji

Designer & Artist

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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

Work Experience

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.