

Sarthak Marwaha

<https://www.sarthakmarwaha.xyz>

sarthakmarwaha@gmail.com

+1 (647) 685 5597

I design and develop interactive digital tools. As a Human Computer Interaction designer I aim to work towards improving and creating innovative experiences and tools. I enjoy balancing problem solving with aesthetic and seamless designs to create immersive, impactful experiences.

Work Experience

Synlab, Ryerson University

UX Researcher

Feb 2020 – Present

- Designing and developing the user interface/front-end for the Responsive Ecologies toolkit (RE/tk) using Figma, React, and Javascript.
- Designed a tangible development & authoring environment for novice developers to facilitate rapid prototyping of cross device applications based on the RE/tk Project using Tangible User Interfaces and block based programming.

TransMedia Zone, Ryerson University

UX Designer

Sep 2019 – Dec 2019

Designed and prototyped user interactions and user interface of the HUD and menu layout for the co-op video game Gladiotron (<https://gladiotron.com>) using Sketch and Unreal Engine.

Info Edge India Ltd.

UX Design Intern

Jun 2018 – Aug 2018

- Collaborated with the User Experience Design team to improve the UI and rethink the design of 'Naukri.com' mobile app. Improved UI was implemented on the existing iOS app.
- Designed and prototyped a new platform for a bike sharing service, using the principles of design thinking, user-centred design and design tools including Sketch, Figma and Flinto.

Freelancer

Videographer

Jun 2018 – Aug 2018

- Worked with Youtuber Sejal Kumar and elevated the video production quality through editing and cinematography resulting in an increase of 500k subscribers over a period of one year
- Worked with companies such as Maybelline and Lakme India to create content to support their large scale marketing efforts.

Education

Ryerson University

Master of Digital Media

Aug 2019 – Oct 2020

Thesis: Tangible Experience Design Toolkit

Delhi Technological University

Bachelor of Technology

Aug 2015 – Jun 2019

Major: Mechanical Engineering with specialization in Automotive Engineering

Skills

- UX Design
- UX Research
- Front End Development

Programs/Tools

- Figma
- Sketch
- HTML/CSS/JS
- React.js
- Swift