
Product Designer

Nihar Bhagat

Mumbai, India

+91 982-503-8818

career@niharbhagat.com

niharbhagat.com

Design and Leadership Experience

Product Designer

Freelance, Dec 2020 - Present

Designed workshops and created tangible tools that led to direct and immediate social impact.

- Single-handedly conducted research and user interviews; derived insight; refreshed client requirement; created user-flows; designed wireframes and total working prototypes; and finally delivered all design assets and exact specifications to the engineering team (developer handoff).
- Advocated for solutions by sharing work that won both: end user benefit and business value.

Creative Director

Slangbusters Studio, Feb 2018 - Nov 2020

Created and nurtured an environment that promoted self-awareness, experimentation, a sense of safety and abundance. This led to one of the most creative periods for the entire team.

- Led a team of 12-16 creatives across 29 design projects with clients in New York, Tampa, Mumbai, Athens, Rio de Janeiro, Dubai, and Istanbul.
- Headed operations and established 6 design processes for services including (1) Naming, (2) Identity Systems (Logos), (3) Packaging, (4) Digital Interfaces (Websites and Apps), (5) Print Ephemera, and (6) Pitch Decks that contributed to the workflow of the studio.
- Defined design standards, and pushed to find 'big ideas' based on strategy and the creative brief.
- Designed and conducted regular cultural interventions with the creatives to nourish the working environment and ensure equity in our relationships.
- Championed the brand and mentored the creatives that in turn strengthened the studio culture.
- Delivered a winning pitch-deck that secured US\$1.2M funding and one that won an IT service contract by a Middle Eastern company for an African nation.

Senior Graphic Designer

WebClues Infotech, Jul 2016 - Sep 2017

Brought structure to the company's UI design system by upgrading the interface design process to use Agile Sprint workflows, and to implement Google Material Design Guidelines and Apple's Human Interface Guidelines.

- As a consequence, cultivated the value of design as a discipline among the designers and developers, and reduced technical debt on both sides.
- Designed over 8 iOS apps and 30 websites.

I am...

a UX generalist who has spent 6+ years designing end-to-end experiences for web, mobile, and non-digital mediums. Currently, I create tools that expand awareness.

Most proud of...

co-founding a design studio on strong principles and running it day-to-day, steering it towards a clear vision of creating timeless brands that have heart.

Skills

Research: Qualitative research design • Forming research questions • User interviews • Narrative and hermeneutic analysis • Formulating and writing reports

Strategy: Formulating insights • Preparing strategy and vision presentation pitches • Creating action plans • Simultaneous documentation of process

Design: Creatively translating thoughts into symbols aka Logo Design and UI Design • User Interfaces using Adobe XD or Sketch or Figma • UX Research • Production redlines • Style guides • Visual systems and guides

Collaboration: Arranging one-on-one conversations • Facilitating workshops to release creative muscles • Lateral thinking models • Design sprints