kaugohokar@gmail.com   +91 7798132176

Kaustubh Gohokar
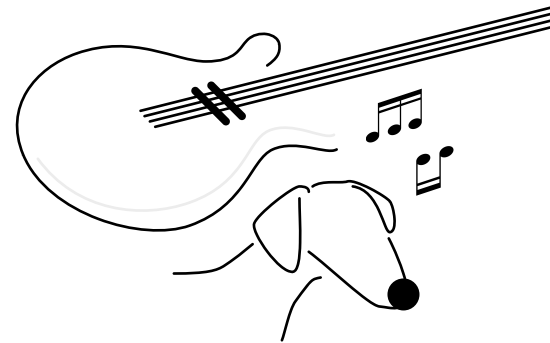## **Interaction** Designer

Hello there!
I am a strong believer in "Design Thinking as a way of life", and have come to recognise myself as a Product orientated **Interaction Designer** in my professional journey.
Interaction Design to me is the Design of Interactions between Users & Products, be it physical, digital or phygital*.
I am Goal Oriented, & have a passion for Learning and Storytelling.
Also a Dog-Parent & a Musician in my personal time.

EXPERIENCE

Jun 2019 - Present

Honeywell Connected Enterprise UX Designer
Bangalore, IN

Collaborated with various types of stakeholders including Product teams, Engineering teams & Leadership in *Discovery, Definition, Design & Deliver* phases to Deliver the UX for Products – **Honeywell Forge One Monitoring, Honeywell Forge Maestro.**
Contributed to the *UX Design & Deliver* phases for **Worker Assist & Inspection Rounds** for multiple user touchpoints like *Desktop, Mobile & HMD.*
Collaborated with the Product Management & RMP team to create & deploy Data Viz Projects & P4EP tool which is used for People & Workflow Management at HCE.
Contributed to the Design System team on multiple components like dropdown, checkbox, card etc.

2018 - 2019

Adobe Systems UX Design Intern
Noida, IN

Masters in Interaction Design Graduation Project
Worked on a brief from the Experience Cloud team to deliver the "Brand Bots" Marketing Experience Scenarios for Digital & Brand Marketer personas while making use of emerging technologies like NLP, Mixed Reality, Computer vision in the Project titled "The Future of Digital Marketing".

EDUCATION

2016 - 2018

National Institute of Design M.Des Interaction Design
Bangalore, IN

Masters in Interaction Design
Studies in Fundamentals of Design, Ubiquitous Computing, Critical-Speculative Design, Rapid Prototyping, User Experience Design.

2011 - 2016

National Institute of Technology B.Arch
Nagpur, IN

Bachelors in Architecture
Studies in Fundamentals of Design, Visual Arts, Construction, CAD, Photography, Conservation, History, Materials, Strength of Materials, Mechanics.

Languages – *Marathi, Hindi, English, Japanese, Music*
Methodology – ***User Research>Stakeholder Interviews>Problem Definition>Information Architecture> Vision Prototype>Concept testing>Detailed Design>User-testing>Design Handoff to Engineering>UXQA***
Tools – ***Figma, Adobe Creative Cloud, Usertesting, Miro, Sketch, Confluence, Tableau, Final Cut Pro***

** Phygital is a marketing term that describes blending digital experiences with physical ones.