

Hello, I'm

PRAKHAR BHARGAVA

I'm an aspiring UX/UI Designer, Creating Unique and Human-Centered Digital Experiences

I have strong interest in **UX/UI Design, UX Research, New Media Design, Storytelling**

[behance](#) → [medium](#) → [github](#) → [linkedin](#) → [instagram](#) →

education

Amity International School, Mayur Vihar, East Delhi
PCM with Economics
10th: 92%, 12th: 94.2% • Delhi

IIID Indraprastha Institute of Information Technology, Delhi
B.Tech – Computer Science & Design
Current CGPA: 8.32 • Delhi

work experience

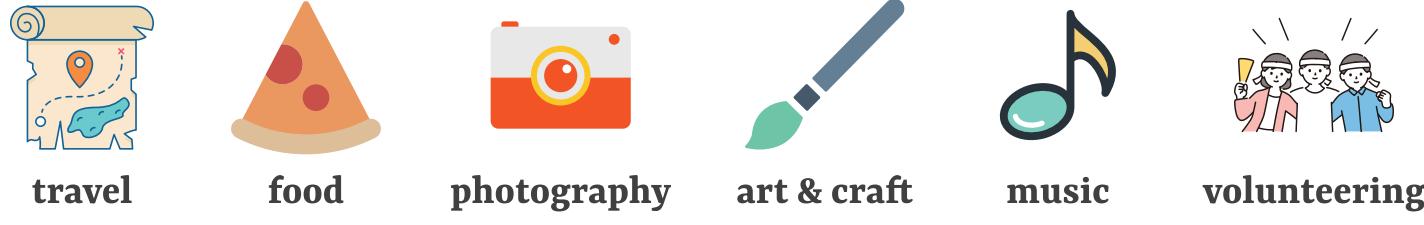
 Wadhwanai
UX/UI Design Intern
May 2023–July 2023 • Delhi

 Creative Interface Labs
Researcher, New media designer
January 2023–Present • Delhi

 Living lab
User Researcher
August 2022–January 2023 • Delhi

 Government-eMarketplace
UX/UI Design Intern
May 2022–July 2022 • Delhi

interests



languages

En 3H
english hindi

positions of responsibilities

 1 Pixel Design Conf'23
Co-founder & Convenor
August 2022 – January 2023

 Business Blasters, Delhi Govt.
Business Coach
December 2021 – July 2022

 Volunteers.Covihelp
Co-Founder, Social Media Head
April 2021 – September 2021

 Enactus IIIT-Delhi
Coordinator
January 2021 – Present

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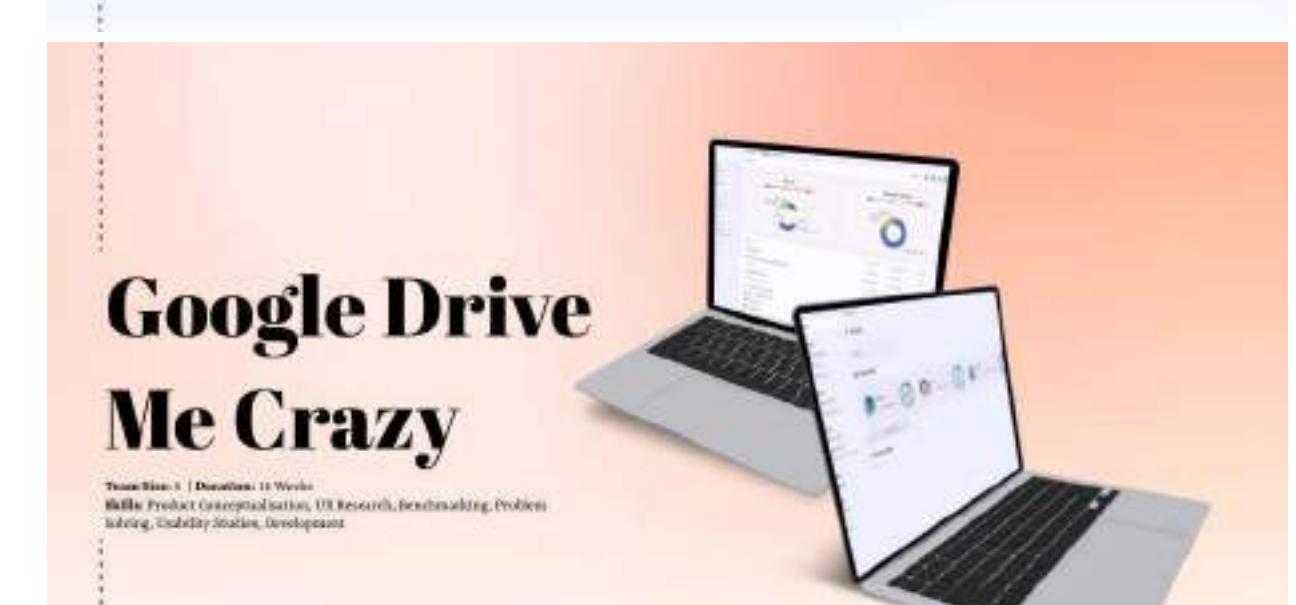
1 The Happy Meal App

AR Game for food nutrition awareness



2 Google Drive Me Crazy

Google Drive redesigned & developed as 3rd party service



3 Tele-Diagnostics

Tele-diagnostics app design for primary healthcare



4 Sehyog

app for socially driven individuals willing to bring a change



The Happy Meal App

Team Size: 4 | Duration: 8 Weeks
Skills: Product Conceptualisation, New Media Design, Game Design, Research, Unity, 3D Asset Creation



PROJECT 2 The Happy Meal App

Team Size: 4 | Duration: 8 Weeks
Skills: Product Conceptualisation, New Media Design, Game Design, Research, Unity, 3D Asset Creation

The Happy Meal app is an interactive AR game for kids aged 6-10. It promotes healthy eating habits and helps children make informed choices about food. With features like recipe centers and food label scanning, it teaches kids about nutrition without body shaming or gender stereotypes. It's a helpful tool for parents and caregivers to teach kids about healthy living.

major challenges

- Designing engaging games for the age of 6-10.
- Involving positive nutrition enforcement tactics.
- Increasing nutrition and health awareness among children.

key learnings

- Designing for augmented reality.
- Scope of learning from games among children (and also adults).
- Designing developer friendly user interfaces.

tools used



focus areas

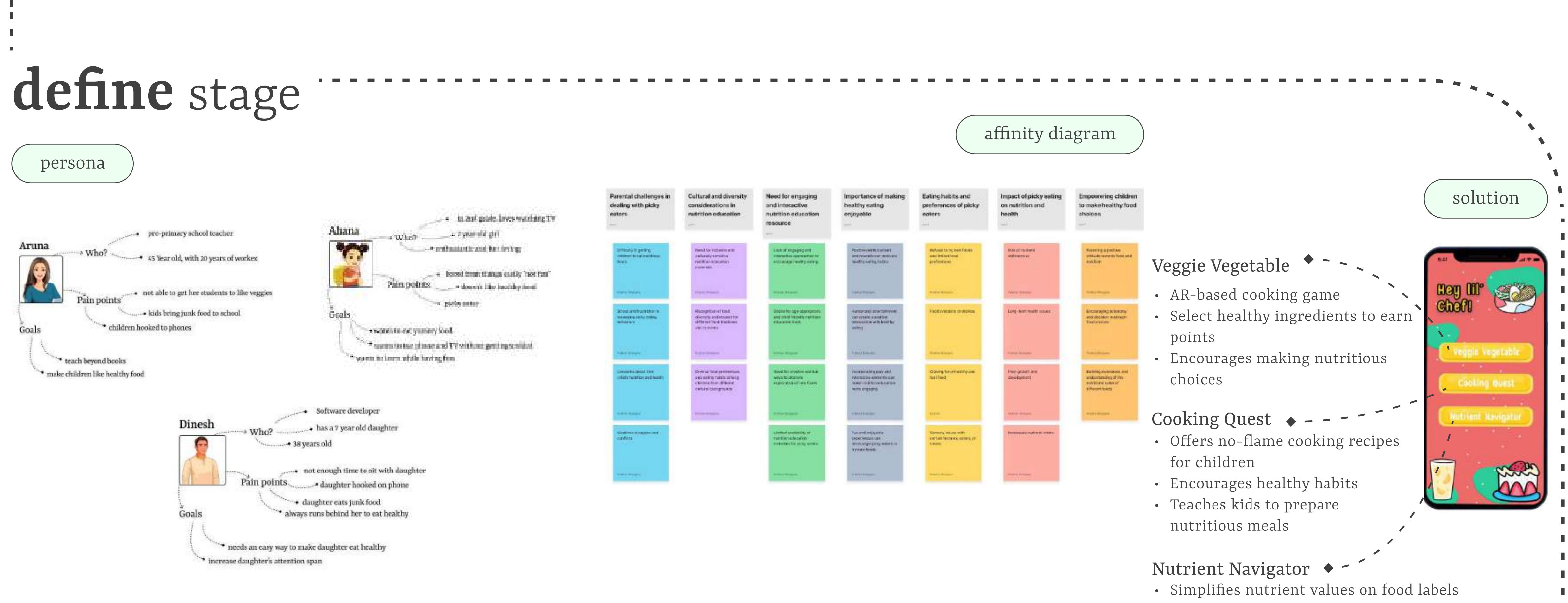
- ui design
- literature review
- media scans
- interview
- ideation
- augmented reality



⬇ Scroll down to know more!

secondary research

6+ research papers | 10+ media articles

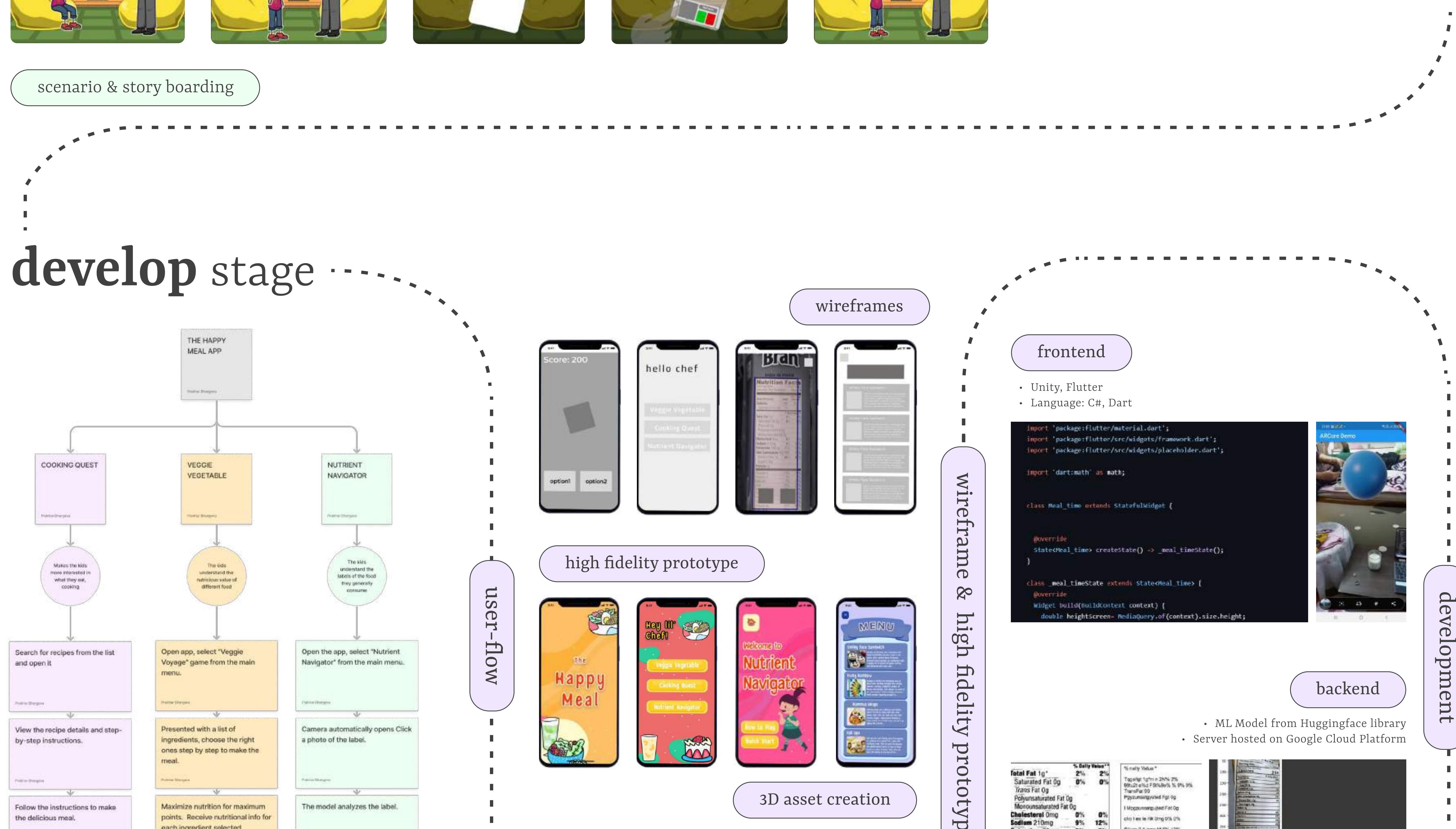


primary research

interview

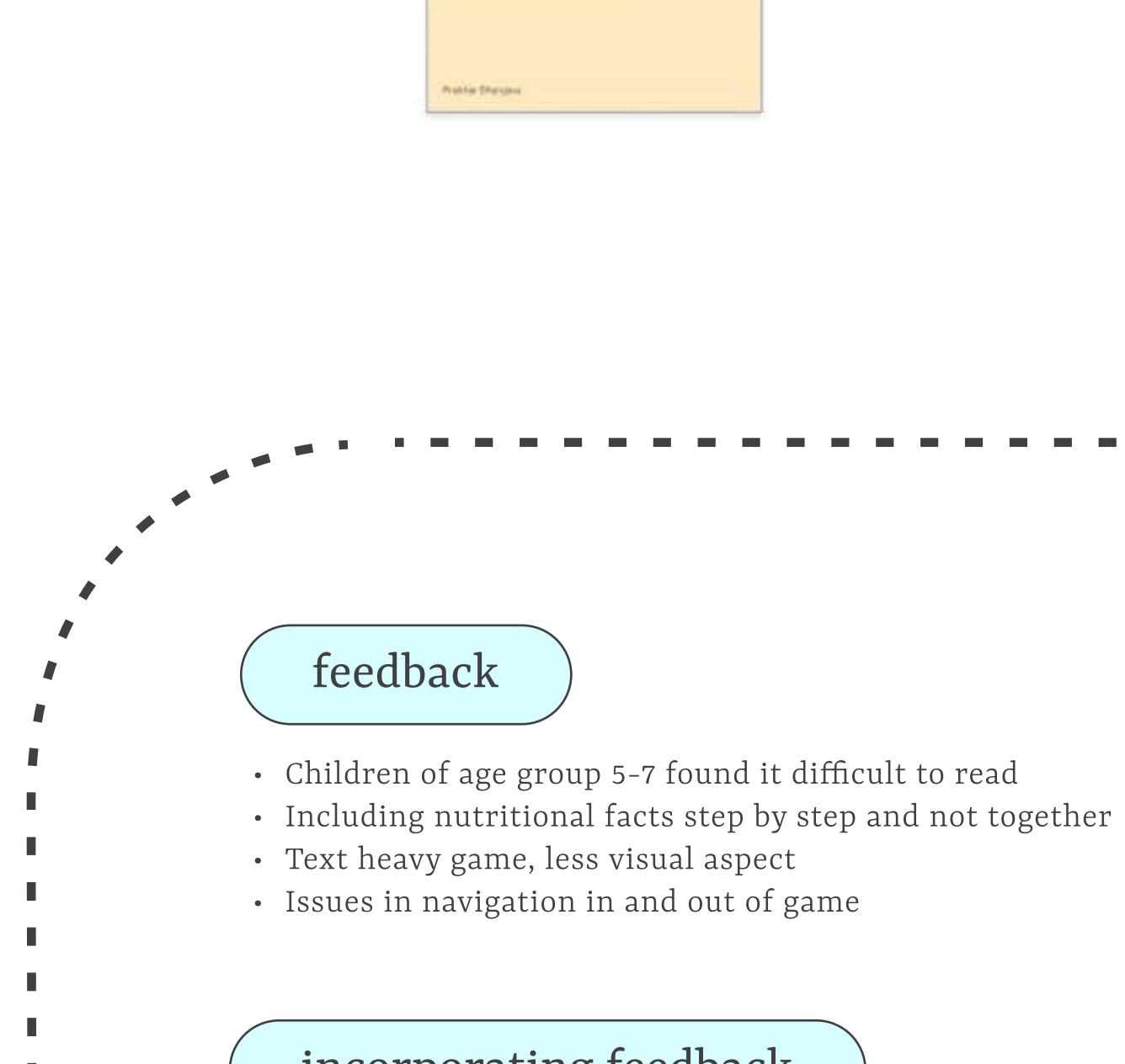
4 w/ teachers, parents | 2 medical students (subject matter experts)

affinity diagram



define stage

persona

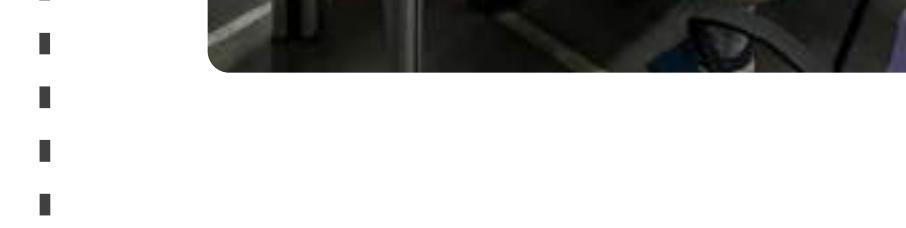


incorporating feedback

- Reduced the text and shifted to more visual feedback.
- Increased the playing age-group to 6-10.

reflections

Working on the Happy Meal app deepened my understanding of nutrition and I learned to read and interpret labels, recognizing their role in design and activism. It also expanded my project scope and my interest in food design, for individuals, it allowed for more an engaging free design, and I enjoyed incorporating design, collaboration and problem-solving. Seeking input from various sources broadened my perspective on nutrition from different demographics.



Google Drive Me Crazy

Team Size: 5 | Duration: 16 Weeks
Skills: Product Conceptualisation, UX Research, Benchmarking, Problem Solving, Usability Studies, Development



Google Drive Me Crazy

Team Size: 5 | Duration: 16 Weeks
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Google Drive Me Crazy, is a 3rd party web-based service designed to enhance user experience on Google Drive. GDMC aims to make the existing UI more intuitive and user-friendly, ensuring ease of use and improved navigation. By tailoring the user experience to individual needs, it optimizes cloud storage functionality while prioritizing the safety and security of data stored on Google Drive.

major challenges

- Full Stack Design & Development
- Product Development Cycle
- Identifying Key Problems & Solutions
- Ensuring Clarity of Action

key learnings

- Usability Testing & Benchmarking
- User Behavior Research
- Agile Design & Development

problem statement

Despite its widespread usage in the digital world, Google Drive faces limitations in ease of use. Users encounter challenges in finding files, managing storage, and organizing files across various workspaces, leading to difficulties in navigating and utilizing the platform effectively. Additionally, the inconsistent User Interface further compounds these usability issues, necessitating improvements in overall user experience.

focus areas

- UX Design
- Benchmarking
- Usability Study
- Development
- Research
- Webapp Design

design process

discover

Literature Review
Heuristic Evaluation
Competitor Analysis
Survey & Interview

define

Problem Identification
Personas & Scenario
Task-flow

develop

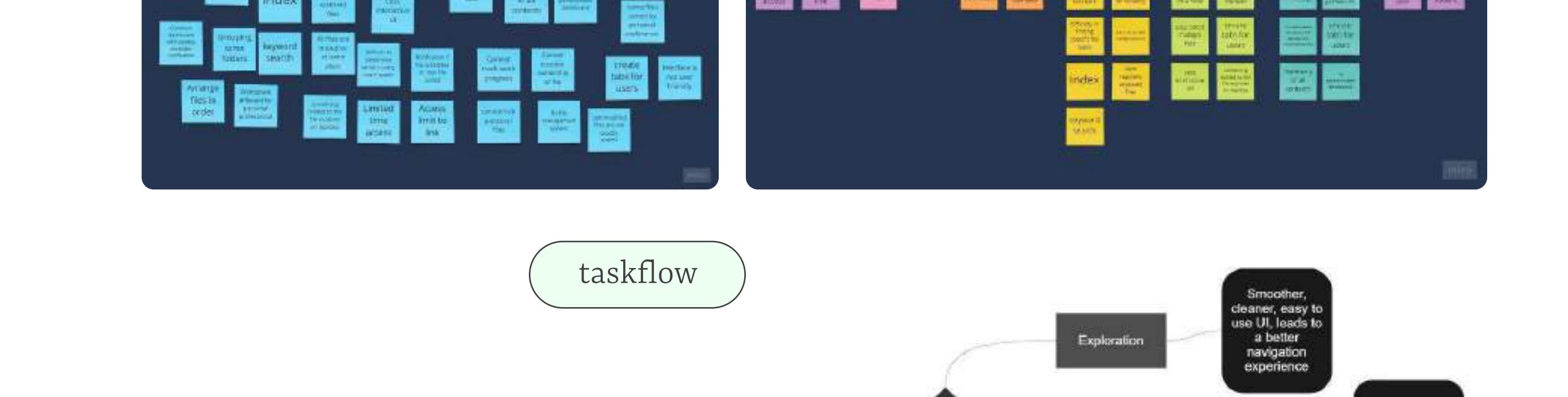
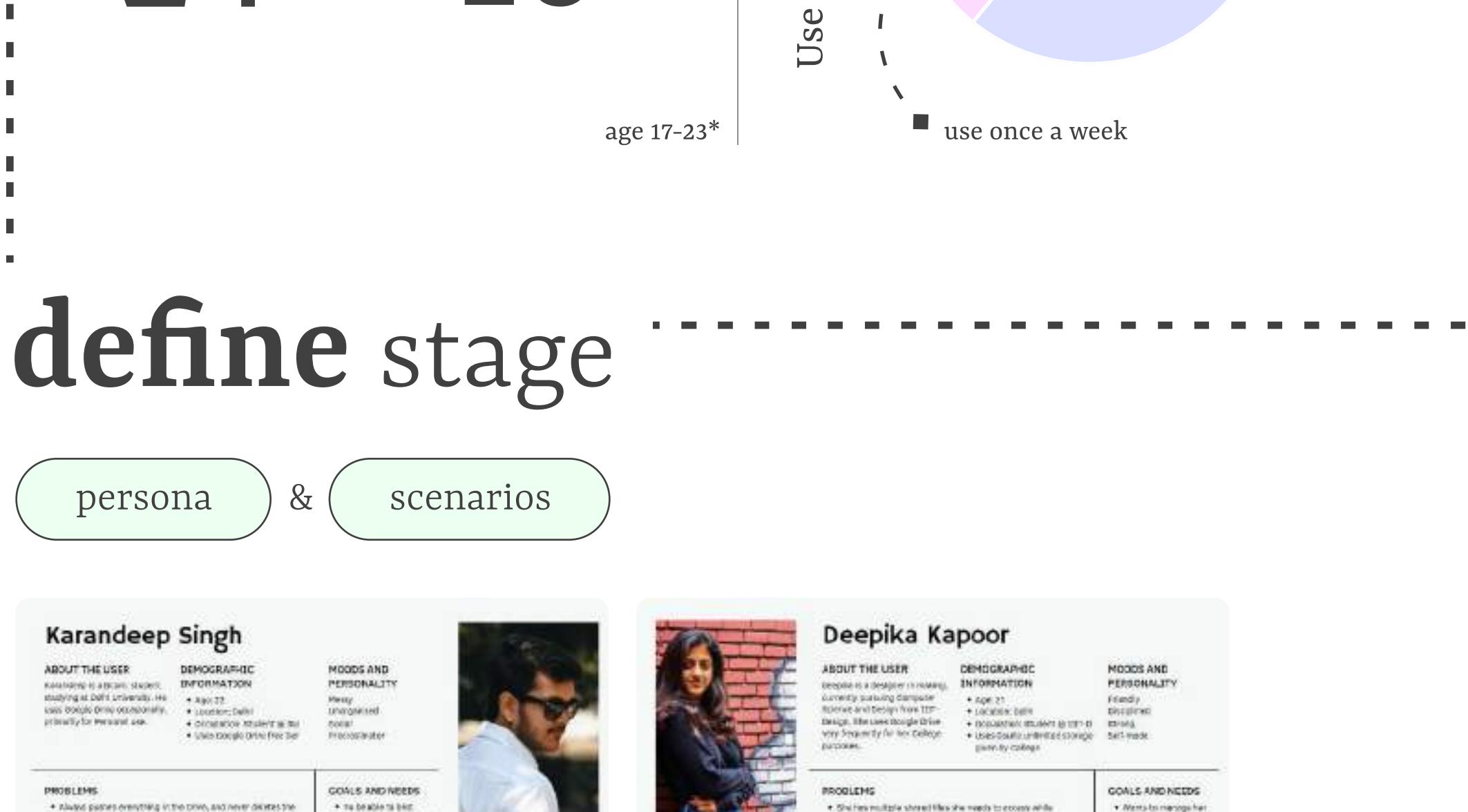
Ideation & Low Fidelity
Design & Rapid Prototyping
Feedback & Analysis
Development

deliver

Usability Testing

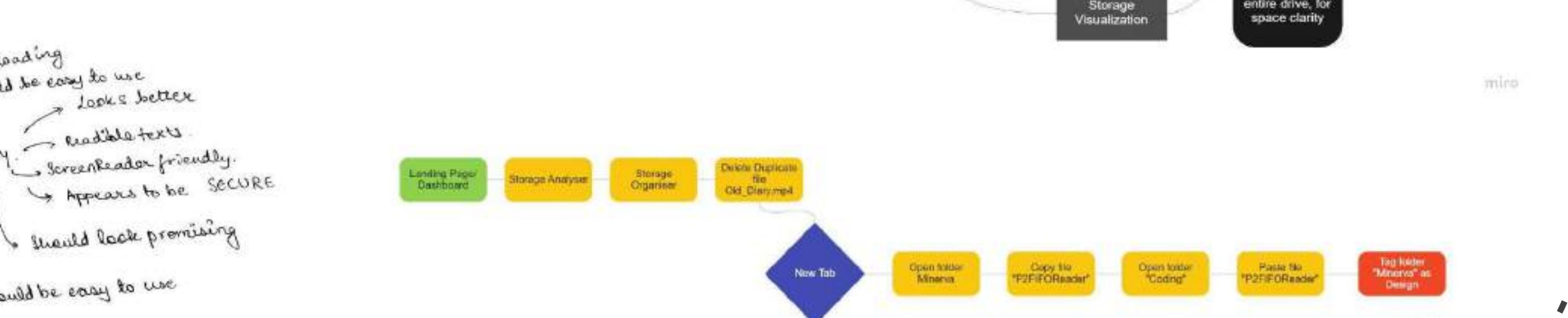
secondary research

10+ research papers



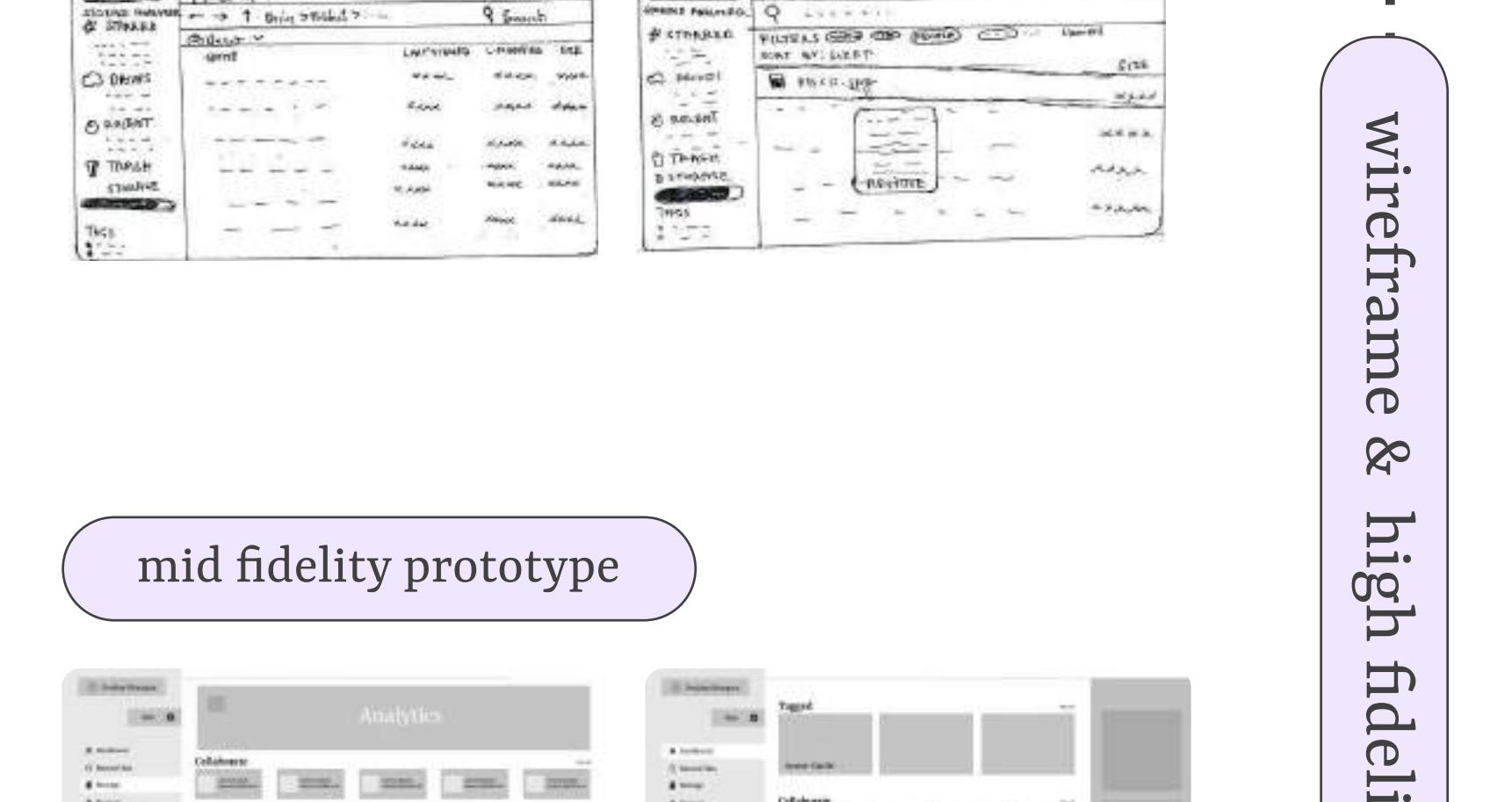
primary research

surveys interview
24 → 10

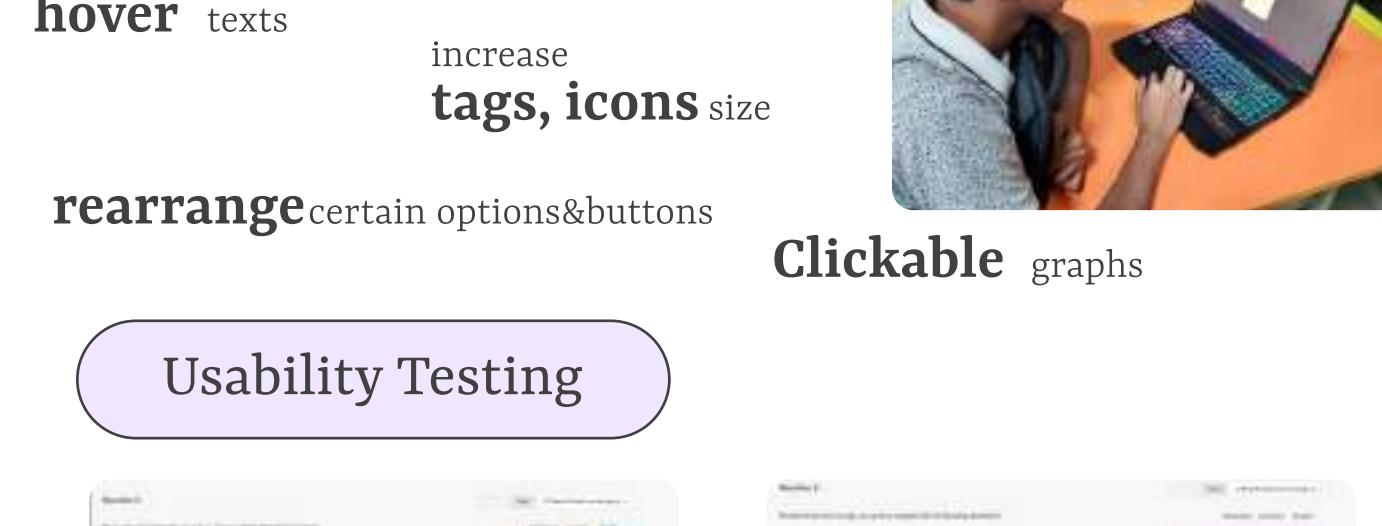


define stage

persona & scenarios



problem identification



taskflow



develop stage

wireframes

mid fidelity prototype

high fidelity prototype

features

file views

frontend

- React on top of HTML, CSS, JavaScript
- Apache E-Charts (Data Visualisation)

```
class App extends React.Component {  
  render() {  
    return (  
      <div>  
        <h1>Google Drive Me Crazy</h1>  
        <h2>Storage</h2>  
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- Google Drive API V3
- OAuth2 for Framework

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Tele-Diagnostics

Team Size: 1 | Duration: 4 Days
Skills: Primary Research, Secondary Research, Product Conceptualisation, UI Design, Service design



PROJECT 3

Tele-Diagnostics

Team Size: 1 | Duration: 4 Days
Skills: Primary Research, Secondary Research, Product Conceptualisation, UI Design, Service design

The telemedicine solution combines AI-powered diagnostic tools, predictive analytics, and remote monitoring to enhance patient outcomes. ASHA workers will collect essential diagnostic data, and local support and testing services will be provided. This approach allows remote diagnosis and treatment by doctors, enabling specialist care in underserved rural areas.

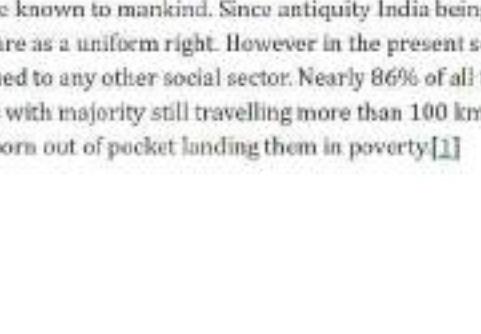
major challenges

- Understanding the context setting of rural areas.
- Designing for areas with low technical literacy
- Understanding the primary healthcare sector

key learnings

- Designing for inclusivity and accessibility
- Principles of service designs - building complete loop services
- Designing for Artificial Intelligence and Indian context

tools used



problem statement

The healthcare system in India faces a critical challenge of providing limited access to quality healthcare, particularly in rural areas. With a low doctor-to-people ratio and a concentration of specialists in urban regions, only a small percentage of the rural population can access primary health centers, sub-centers, and hospitals. An urgent need exists to find implementable solutions to improve access to specialist doctor care for the 70% of the population currently without it.

focus areas

- inclusivity
- design for artificial intelligence
- secondary research
- primary research
- ideation
- design for India

design process

discover

Secondary Research

Primary Research

define

Stakeholder Mapping

Personas

Pain points

Problem Statement

design

Solution

UI Design

deliver

Service Blueprint

Customer journey map

Sehyog

Team Size: 5 | Duration: 16 Weeks

Skills: Product Conceptualisation, UI Design, Branding, visual design

Storytelling



PROJECT 4

Sehyog

Team Size: 5 | Duration: 16 weeks

Skills: Product Conceptualisation, UI Design, Branding, Visual design, Storytelling

Sehyog is an app designed for 21st-century changemakers, providing a platform to file petitions, raise funds, connect with similar causes, and stay informed about current events. It empowers users to actively engage in social movements, contribute to meaningful causes, and track their impact, bridging the gap between citizens and social initiatives for a more informed and impactful world.

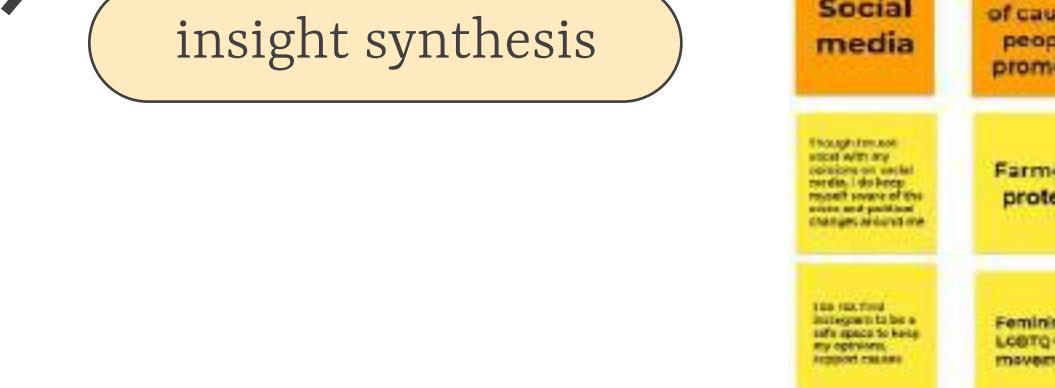
major challenges

- Understanding the context setting of rural areas.
- Designing for areas with low technical literacy
- Understanding the primary healthcare sector

key learnings

- Designing for inclusivity and accessibility
- Principles of service designs - building complete loop services
- Designing for Artificial Intelligence and Indian context

tools used



scroll down to know more!

research stage

discovery

around 12.2 crore people lost their jobs due to Covid-19 all change job prospects and living in India

Online petitions work best when you do more than just sign

Tinder, TikTok and more: Online activists are finding creative new ways to say Black Lives Matter

People Donate ₹ 16 Crore For Mumbai Child Who Needed Most Expensive Drug

In just 42 days, more than 2.6 lakh people donated enough money to pay for the one-time gene therapy Zolgensma for Spinal Muscular Atrophy

What's the best way to file a petition?

What's the best way to file a petition?