

Jainan Sankalia

Award winning Experience Designer with a variety of teaching and leadership knowledge

jainan.sankalia@gmail.com | 214-395-6576 | www.jainansankalia.com

EDUCATION

2012

MFA - ARTS & TECHNOLOGY

University of Texas at Dallas

GPA: 3.9

2009

BA - ARTS & TECHNOLOGY

University of Texas at Dallas

GPA: 3.7 *Cum Laude, Arts & Humanities Honors*

PROFESSIONAL EXPERIENCE

Senior Consultant | SOGETI

July 2015 - Present

Delivered projects implementing various elements of User Experience across multiple industries including optical wear, healthcare, and airline associations. Created guided prototypes with a new simplified approach to improve the ordering experience for a client's customers. Overhauled the presentation of a client's ordering portal, complied in Annotated Wireframes and a new Style Guide. Performed a Heuristic Evaluation, established key Proto-Personas, and constructed a full Customer Journey Map guiding the client's strategic product decisions. Evangelized UX so clients better understood its benefits. Garnered high client satisfaction ratings in all projects.

Adjunct Professor | University of Texas at Dallas

2011 - Present

'UX Design for Games' applies the UX process focusing students on justifying creative design solutions for a game's Head-up Display. Taught 'Game Design II' and 'Game Design I' discussion courses focused on writing in-depth design documentation for original game ideas. Shaped a game mechanics course focused on the development of analogue games. Drafted the syllabus and lectured for the Intro to Arts and Technology course. Over five years, taught 400+ students the theories and techniques of design.

User Experience Designer | Tekzenit

August 2013 - May 2015

Built and maintained the Axure Widget library with 50+ interactive prototyping elements. In AT&T's usability study, our workstream scored an 87 over the industry benchmark of 67.6 for B2B websites on the System Usability Scale (SUS). Developed UX Guidelines used by 40+ other designers by benchmarking industry standards. Directly supported nine agile business and development teams both onshore and offshore. Constructed mid-high fidelity wireframes. Delivered comprehensive layout annotations for front-end developers.

Game Project Director | University of Texas at Dallas

2009 - 2011, 2013 - 2014

Wrote documentation, production schedules, and tested prototypes for four grant projects. Supported four of six projects in the role of a mechanics game designer and game balancer. Determined the appropriate complexity for a Medical Simulation, based on budgetary constraints. Developed a web game teaching time and financial management and an educational game to supplement Calculus I. Collaborated with distinct departments at various universities to ensure a cohesive vision for the project.

Lead Designer & Co-Founder | 5 Minute Games

2008 - 2011

Specified outlines for the company releasing two games for the iPhone and one for the iPad in two years. Provided motivation and guidance for the team members to craft unique, innovative experiences.

SKILLS

Design Research

- Proto-persona workshops
- Customer Journey Mapping
- Heuristic Evaluations

Information Architecture

- Card Sorting
- DoGo Mapping
- Swimlane Process Diagrams

Interaction Design

- Wireframes
- Screen flows
- Low-fidelity mockups

Visual Design

- UI Style Guidelines
- High-fidelity Compositions
- Development Annotations 'Redlines'

PROJECTS

June 2016 - July 2016

Essilor - Guided Prototypes

March 2016 - June 2016

Essilor - Framedream

November 2015 - March 2016

MedAssets - UI Style Guide

September 2016 - November 2016

MedAssets - User Research

August 2015 - March 2016

MedAssets - WFX Management Tools

July 2015 - August 2015

APA - Expense Reporting

August 2013 - May 2015

AT&T - eStrategy

AWARDS & ACHIEVEMENTS

2015 - Presented, Big Design Conference

2013 - Article publication, Gamasutra.com

2013 - International Competition Finalist, Indiecade

2012 - Presented, VGA Conference

2011 - Cold Equations featured, 6 articles

2010 - STEM Submission, Kotaku.com

2009 - First Place, CGEC

2008 - First Place and Excellence in Innovation, CGEC