

# Kuldeep Gohel

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## ABOUT

**Innovation & UI/UX Designer, Music Producer & Educator, with a passion for Machine Learning and Artificial Intelligence**

### Soft Skills

Conceptualizing, Researching, Wireframing, Generating high fidelity prototypes & Collaborating with Developers.

### Technical Skills

**UX Design:** Sketch, Invision, Axure, Adobe XD

**Wireframes:** Balsamiq mockups, Marvel

**Coding:** Python

**Web Development:** HTML, CSS, JS, Java, Agile

**Adobe Suite:** Illustrator, Indesign, Photoshop, After Effects, Premiere Pro

**AR/VR:** Unity

**3D Printing:** Sculpttris, Maker Bot

**Music Production:** Ableton Live, Cubase, FL Studio, Logic Pro, Pro Tools

### Education

The New School Parsons | NYC

**Design and Technology (MFA) | 08/16 - 05/18**

National Institute of Design | India

**Visual Communication (BDes) | 06/10 - 01/16**

RMIT | Melbourne

**Exchange Semester | 06/12 - 12/12**

### Publication and Awards

**AAAI | 04/2018** - Stanford University, California

**A2IC | 11/2018** - Pompeu Fabra University, Spain

**ICOAI | 12/2018** - Paris, France

**ISCMA | 1/2019** - City University, Hong Kong

**NYC Media Labs | 10/2018** - Award under the Data Science Category for the Thesis project

**MIT Media Labs | 10/2018** - Two awards:

1) MIT hackathon winner award, 2) Special award from Google; developed a system using Google Cloud API and AR for museums

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## EXPERIENCE

### Fidelity Investment | NJ

**UI/UX Designer | 09/2018-Present**

Gather, evaluate user requirements in collaboration with product managers, engineers. Illustrate design ideas using storyboards and process flows. Design UI elements like menus, tabs and widgets. Develop UI mockups, prototypes that clearly illustrate how sites function and look like. Prepare, present rough drafts to internal teams, key stakeholders.

### American Museum of Natural History | NYC (Part Time)

**Digital Educator | 06/2018-Present**

Collaborate with and coach the scientists, faculties in the use of instructional technologies to promote teaching and learning. Teach courses and recommend emerging technologies that aligns with the museum's student-centered pedagogical approach. Review curriculum in advance of classes; maintaining, growing digital resources.

### Prudent Corporate Advisory Services Ltd. | Ahmedabad

**UX Designer | 02/2013 - 01/2016**

Implement UX/UI processes; creating personas, user journeys, storyboards, process flows, sitemaps, wireframes, mockups, and prototypes that allows UAT and developers to focus on user goals.

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## ACADEMIC WORK

### Stanford University | California

**AAAI Spring Symposium | 2018**  
(UX of AI)

Selection of thesis project "Artificial Digitality". Presented, published at Stanford University. The project is about the relation between User Experience and Artificial Intelligence.

### Musée des Arts Décoratifs | Paris

**Art Direction | 01/17 - 05/17**

Part of the museum redesign team, where design solutions were to be made for the Clock Room in Musée des Arts Décoratifs, Paris. Prototyping and performing site-specific trials along with user research.

### Parsons School of Design | NYC

- Recipient of the Dean's Merit Scholarship

- Sole recipient of Director's Award from a batch of 86 students  
Leading and planning the school's two public thesis events involving a team of 32 students, with a budget of 5,000\$.

### GlogauAIR | Berlin

**Resident Artist | 06/15 - 07/15**

Conceptualized, directed and performed a six hour long endurance performance art, "Disabled".

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## CONTACT

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