SURAJ SIROHI

UI DESIGNER AND DEVELOPER

CONTACT

surajsirohi1008@gmail.com

www.surajsirohi.com

https://www.linkedin.com/in/surajsirohi

SKILLS

- UX/UI Design
- Game Design
- Motion Design
- 2D Art
- 3D Modelling
- C#
- XAML (WPF)
- Figma
- Unity
- Unreal Engine
- Adobe Suite
- Blender Git
- Version Control

EDUCATION

Bachelors Of Game Design

Sheridan College Institute of Technology and Advanced Learning, Oakville

2022

WORK EXPERIENCE

UI Designer and Developer

Lucky VR Inc, Toronto   Mar 2022 - Nov 2023

- Assisted the lead UX/UI designer in a significant overhaul of the user interface for the game. Responsibilities included crafting detailed mockup screens, contributing to the visual and interactive aspects of the game's UI.
- Managed the entire dashboard UI design for the game 'Rocket Rush', also known as 'Crash', ensuring a seamless and intuitive user experience for new players. Role involved balancing aesthetic appeal with functional design to optimize player engagement and satisfaction.
- Collaborated closely with the art team to produce and integrate UI assets that were consistent with the established art style. This involved a keen understanding of visual design principles and the ability to translate artistic concepts into functional UI elements.
- Worked in a cross-functional team with programmers and artists to design user interfaces for casino games. Focused on presenting diverse information in a user-friendly and visually appealing manner, enhancing the overall gaming experience.
- Helped the team lead select the best possible UI solution for complex problems by rapidly prototyping several alternatives, presenting pros and cons of each solution to ensure an informed decision-making process.
- Took on the challenge of learning XAML to contribute effectively to the UI revamp. Developed reusable UI components and a custom UI library, significantly enhancing developer productivity and expediting the design process. Created scalable solutions that streamlined the development workflow

UX/UI Designer and Developer

Sheridan College & University of Windsor, Oakville   Oct 2021 - Mar 2022

- Developed comprehensive user flows for navigating a virtual laboratory, utilizing various tools, and exploring plant cells. This involved a keen understanding of user experience principles and a focus on creating intuitive navigation paths.
- Designed an elegant user interface for switching between different magnification levels in the virtual environment. Focused on creating seamless and intuitive interactions that increased product accessibility and improved user engagement.
- Employed a proactive problem-solving approach by prototyping various solutions for magnification interaction, significantly shaping and enhancing the final interaction.
- Created detailed animations (mockups) to visualize user flows. This effort not only enhanced team understanding and collaboration but also expedited product development by providing clear, tangible concepts.
- Addressed the challenge of VR-induced discomfort by designing interactions and scene transitions that were less nauseating. This involved a deep understanding of VR ergonomics and user comfort principles.
- Contributed to the creation of visually appealing environments for laboratory, DNA, and chromosome scenes. This required a blend of artistic talent and technical proficiency to ensure immersive and aesthetically pleasing virtual spaces.