GOWRI
NAMBIAR

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Product designer focusing on end user needs by **solving** complex **UX problems** with **smart** people as **excited** as I am about **building** useful & **delightful** products. **Leading** interface design processes and **coordinating** implementation of features that have **enhanced** both **user experiences** and **business opportunities.**

SKILLS & TOOLS

PRODUCT DESIGN

USER RESEARCH

USER/TASK FLOWS

USER TESTING

PROTOTYPING

IA

INTERFACE DESIGN

SKETCH

ILLUSTRATOR

PHOTOSHOP

INVISION

ZEPLIN

HTML5/CSS3 /JS

EDUCATION

Web Development
GA- Bitmaker Labs
Toronto, Canada
2013

Digital Media Certificate
OCADU
Toronto, Canada
2011-2012

MA Design Management
University of Arts London
London, UK
2008-2010

Bachelor of Fine Arts
School of the Art Institue of Chicago
Chicago, USA
2004-2008

EXPERIENCE

Head of Design
SOWINGO - Dental Inventory Management, Toronto.
Sep 2016 - Present
In charge of UX and UI design across the entire product. Role involves customer and industry research and testing resulting in a comprehensive inventory management system for all dental specialists including medications and implants. Successfully securing partnerships with associations such as American Association of Oral & Maxillofacial Surgeons and American Academy of Periodontology, post feature release.

UX Instructor
GA-BITMAKER LABS - Coding & Design Bootcamp
Jan 2017 - Present
Teaching and mentoring students enrolled in the UI & UX programmes at Bitmaker Labs.

UX Consultant
SOWINGO - Dental Inventory Management, Toronto.
Mar 2016 - Sep 2016
Evaluated and recommended UX changes to existing product.

UI & UX Designer, Developer
PARSEL - E-commerce for Influencers, Toronto.
Apr 2014 - July 2016
Designed a platform for influencers to host their video and products they recommend and want to share with their followers.

PERSONAL PROJECTS

Hunting Pink Elephants - Scavenger Hunt App
2017-19

Poké Locate - Pokemon Locator **- 2016**