

# Yogesh Bhatkhande

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## Professional Summary

- Seasoned UX leader and mentor with experience in consumer products and enterprise systems across mobile, tablet and desktop platforms
- UX direction and strategy planning for fortune 500 clients across industries
- Great collaborator with product management, marketing, engineering, quality assurance and design professionals helping to crystallize a design vision
- Manages a team of cross-functional Designers and Researchers
- Agency and product company experience

## Relevant Experience

User Experience Design Director at TCS Interactive 2015 – Now

User Experience Manager at Tata Consultancy Services 2012 – 2015

- Work with business leaders to understand complex business and technical scenarios and define objectives for user experience design
- Translate business strategy and user needs into design solutions allowing for the exploration of the problem space, defining of use cases, designing and prototyping proof of concepts to demonstrate the viability of unproven products or innovations and communicate ideas with stakeholders
- Build, lead and inspire a team of cross-functional UX professionals including user researchers, interaction designers, visual designers and prototypers.
- Monitor multiple projects providing oversight and guidance and overall accountability for design vision and timely submission of quality design deliverables (wireframes to prototypes to usability testing)
- Constantly advocate for the end user by evangelizing a user-centered design approach to all UX work by promoting empathy building activities, end user research, iterative design efforts and design validation within stakeholder teams and organizations

Sr. User Interface Designer at Nokia Corp. 2008 – 2012

- Designed a content sharing application (Play To) for Nokia Lumia 900 Windows Phones to stream pictures, music and videos using the DLNA protocol (as part of a strategy to promote user generated content sharing)
- Worked as part of a team to produce a platform level touch interaction guideline for S40 touch devices (feature phones) with resistive touch displays
- Designed a customized phonebook feature for T-Mobile International
- Worked with engineering to understand technical constraints and design easy to use solutions (like Wi-Fi calling, magnetometer for maps)
- UI design and carrier compliance for native phone functions of GSM Nokia S40 and S60 platforms to support major US and International carriers

Sr. User Interface Engineer at Samsung Electronics 2006 – 2008

- Drove the UI design process between local and global product teams
- Organized and conducted end user research for unique hardware (Samsung UpStage for Sprint) and home screen UI (Samsung Gleam for Verizon) including recruitment, study setup, execution and data analysis
- Responsible for vendor management of outsourced research projects, defining research goals, scope and purpose (Samsung Windows CE phone comparative)
- Concept design for an in-car accessory (UX and industrial design exploration)

Design Engineer at Nokia Corp. 2005 – 2006

- UX design and research for Nokia CDMA feature phone lineup in the US
- Native UX customization to carrier specification for core phone features (Media Player, Phonebook, Media Management, Bluetooth, Calling, Messaging etc.)

Human Factors Engineer at Kyocera Wireless Corp. 2004 – 2005

- UX design for native and carrier customized user interface for phone features
- UX design for application interfaces (like Java and Brew)
- Understand CDMA 2000 technology impacts on interaction design

## Education

- M.S in Industrial Engineering (Human Factors) from Virginia Tech, USA
- B.E in Mechanical Engineering from University of Mumbai, India