



harshalmoundekar.com
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EDUCATION

MA Graphic Design

Academy of Art University
San Francisco, CA
2018–2020

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TOOLS AND SKILLS

Figma, Adobe Creative Suite, Sketch App, InVision, Slack, Procreate, Interface design, UI/UX, Branding, User-Centered Design, User Research, Wireframing, Prototyping, Illustration.

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ACHIEVEMENTS

Third Prize | 2019
Adobe Creative Jam,
Adobe HQ.

First Prize | 2017
Illustration design,
International Design
Exhibition

Digit 9.0 Excellence Employee
Aug / 2013 — Feb 2017
UI Design, Adobe XD

EXPERIENCE

Interpret

San Francisco, CA / January 2022 — August 2023

—Visual Designer

Collaborated with global brands like Riot Games, Ubisoft, Bungie, and Meta on websites, presentations, and infographics.

Developed story-driven reports and presentations using complex quantitative and qualitative data.

Led the design of high-profile studies managed million-dollar global projects and delivered results on time and within budget.

Handcrafted Learning

San Francisco, CA / April 2021 — January 2022

—Visual Designer

Designed and improved student and employee learning experiences across web, Android, and iOS platforms.

Food Haven

San Francisco, CA / Nov 2020 — April 2021

—Digital Designer

As a design lead from San Francisco office, proposed a Food haven website design, resulting in a 20% increase of user traffic.

3Step digital

Mumbai, IN / Feb 2017 — Jan 2018

—Digital Designer

Redesigned the web interface application with UI flow for features. Designed multiple marketing-related materials with compelling animations and web design layouts.

Digit 9.0

Mumbai, IN/ Aug 2013 — Feb 2017

—Web / Graphic Designer

Created web desktop and mobile design layouts, in collaboration with interaction designer and front-end developers.

—Junior Graphic Designer

Supported the publishing and marketing teams in designing, advertising based print and web design deliverables.