Ashish Goyal
Design, Research & Technology

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Work Experience

Tangoe / Senior Software Engineer

JUL 2019 - SEP 2021, BENGALURU

As part of the Product Development team, I was responsible for developing the User Interface for one of their upcoming products. I was closely working with the design team to understand and contribute to the design system and also developed new components for Tangoe's open source UI library - goponents.

Other responsibilities included quick prototyping and performing proof-of-concepts for different technologies related to BI, analysis and data visualization. Also handled the documentation aspects and mentoring junior developers in the team.

Moonraft Innovation Labs / Tech Lead

APR 2018 - JUN 2019, BENGALURU

Key responsibilities included leading engineering teams and ensuring project delivery within timelines, while collaborating closely with designers and facilitating design reviews with all stakeholders involved across a number of projects. The primary focus was on designing and developing seamless intuitive experiences. I contributed in all aspects right from requirement elicitation, brainstorming and ideation to prototyping, development, A/B testing and deployment of software products.

Infosys / Senior Systems Engineer

JUL 2014 - MAR 2018, BENGALURU

Developed UI for multiple intranet apps and portals. Worked in different technologies related to frontend, backend, DevOps and Virtualization.

Achievements

- First runner up at UCL's annual Porticode Hackathon: 2022
- Second runner up at UCL's Climate Code Red Hackathon: 2021
- Open Source contributor at Hacktoberfest: 2020
- Various recognitions and awards at Tangoe and Infosys
- Project selected for Google's Summer of Code: 2014
- Secured internship at Centre for Artificial Intelligence & Robotics (CAIR, DRDO): 2013
- Multiple accolades in art competitions at district, state and national levels.

Education

Uni. College London / MSc HCI

SEP 2021 - SEP 2022, LONDON

Modules studied: Interaction Science, Interaction Design, User Centered Data Visualization, Affective Ineraction, Serious and Persuasive Games, Future Interfaces.

Developed projects in a variety of domains, such as AR/ VR, emerging technologies, chatbots, serious games, qualitative/ quantitative research, data visualization, UI wireframing and prototyping.

GNDEC / B.Tech Comp Sci.

AUG 2010 - MAY 2014, LUDHIANA

Built chat applications & static websites. Documentation & Media Head at Training & Placement Cell.
Guitarist for a rock music band.

Skills

Design: HCD approach, Wireframing & mockups using Figma and AdobeXD, Illustrations, digital art, paper prototypes and storyboarding, UI Graphics, Data Visualizations and Infographics, Presentations, Video editing

Prototyping: Rapid prototyping using Figma, InVision, Framer

Research: Literature review, qualitative and quantitative research methods and analysis, persona creation, user testing, Affinity Mapping, MIRO, Design Evaluation

Tech stack: JavaScript, HTML/CSS, Ionic, Angular, Bootstrap, Git, Python, AR/VR tools

Project Management: User stories, Info. Architecture, JIRA, Agile/ Scrum, Trello