

Avishek Das

UX Designer | Game Designer | Visual Artist @ India

www.avishekdas.in

I'm a multi-disciplinary creative from India, currently working as a UX Designer specialized in improving product usability, visual design, and user delight. I have over six years of experience in designing diverse digital products across both B2B and consumer domains.



Experience

Sr. UX Designer | SAP Labs, Bengaluru (Contract) | 2025 – Present

- Designing the new Fiori Apps Reference Library

Sr. UX Designer | Philips, Bengaluru (Contract) | 2024 – 2025

- Design owner for CT Precise Trauma clinical application. Helped cross-functional teams align with user needs and deliver design targets. Conducted research, QA and usability testing.

Sr. UX Designer | Bosch GST, Bengaluru (Contract) | 2023 – 2024

- Led design of approachable interfaces and UI Guidelines for ADAS workflow applications.
- Designed bespoke workflow automation visualizer & builder allowing non-developers access to dataloop customization.

UX Designer | Sixt R&D, Bengaluru (Contract) | 2022 – 2023

- Ride website: Redesigned the booking page for improved usability and conversion rates. Developed vehicle image guidelines, held design workshops, team alignment sessions and user testing panels.
- Ride app: Redesigned the post-ride feedback flow to enhance customer engagement rates.

Game Designer | Player1Games, USA (Freelance) | 2021 – 2022

- Created design documents for multiple original IPs: Fire-Fight (Mobile, Casual, F2P, RTS); Ground Control-Wars (Mobile, Mid-Core, F2P, RTT); H-Brawl (Mobile, Casual, MOBA).
- Defined UX and monetization focused optimization strategies for multiple live titles.

Lead Experience Designer | Infosys / WONGDOODY, Bengaluru | 2018 – 2021

- Toyota Material Handling North America (TMHNA) Global Telematics Solution: Handled end-to-end design solution for the entire platform, helping create or improve numerous core features such as Dashboard, Reports, Notifications, Customer Onboarding, Design System & backend apps.

Game Designer | Player1Games, USA (Freelance) | 2016 – 2017

- Created design document for original IP: Zombie Rescue (Mobile, Casual, F2P, Arcade)

Education

M.Des – Digital Game Design

National Institute of Design, Bengaluru | 2015 – 18

B.F.A. (Hons.) – Graphic Arts & Printmaking

Visva-Bharati University, Shantiniketan | 2010 – 14

Certifications

UX-PM Level 2

UXalliance | 2022

Contact

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