Bhagyesh Chaudhari

Sr. UX DESIGNER

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About me

My alias is SirSensitive in the gaming realm. Beyond my creative pursuits, I delve into astrophysics, anime, sci-fi stuff. As always eager to start something new.

Education

Goa College of Engineering
2010 - 2016

Government Polytechnic Panaji
2007 - 2010

Licenses

Certified Usability Analyst
Human Factors International (HFI)

Experience

MoonFrog Labs (2021 - Now)
Sr. User Experience Designer

During my time at Moonfrog, I had the privilege of shaping the user experience for millions of players daily. I had the privilege of mentoring two designers, sharing my knowledge of managing workload and helping them plan theirs. Had monthly calls with the players and the stakeholders
My dedication to collaboration and continuous learning led to a promotion to Senior UX Designer in two years. In this role, I learned a wide-ranging knowledge in business, user experience, product management, development, and testing to bridge the gap between different teams and ensure our quarterly roadmaps reflect a holistic user-centric approach.

KoolKanya (2020 - 2020)
Product Designer

I had the opportunity to design a platform catering to women to offer freelance services. My contributions led to notable improvements, including an increase in the 7-day retention rate and DAU/MAU metrics. Additionally, I played a key role in developing a marketplace and social sharing platform tailored to their needs.

63 Moons (2017 - 2020)
User Experience Designer

I dedicated my efforts to crafting task flows, wireframes, and interaction designs across various projects. Notably, I introduced motion design to their app and enhanced the FTUE to boost early retention rates to 31%. My responsibilities extended to developing UI for a chatbot AI creator, an ecommerce creation platform, and conducting usability testing alongside generating comprehensive feedback reports.

Rygbee (2016 - 2017)
User Experience Designer

I dedicated my efforts to crafting task flows, wireframes, and interaction designs across various projects. Notably, I introduced motion design to their app and enhanced the FTUE to boost early retention rates to 31%. My responsibilities extended to developing UI for a chatbot AI creator, an ecommerce creation platform, and conducting usability testing alongside generating comprehensive feedback reports.