RUSHABH MAHORE

UI/UX DESIGN | INTERACTION DESIGN | PROTOTYPING
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M.Des Interaction Design student at NID Bangalore focused on user flows, interface design and interactive prototyping. Designs civic, financial-learning and immersive experiences through systems thinking and visual storytelling.

EDUCATION

National Institute of Design, Bangalore | M.Des, Interaction Design — Jul 2025 - Present
CGPA: 8.13

VNIT, Nagpur | Bachelor of Architecture — May 2024
CGPA: 9.18

SELECTED UI/UX PROJECTS

Sajag | Case study ↗ — 2026 | Individual project

- Designed a unified interface connecting **4 civic services**: transit, safety, parking and issue reporting, addressing fragmented access to city services.
- Mapped 6 detailed journeys into information architecture and interactive flows, including voice assistance and language support for Kannada, Hindi and English.

The Fear Between Us | Case study ↗ — Interactive data storytelling

- Designed a scroll-driven story on snakebite and coexistence, visualising 307 snake species through interactive charts and 4 species cards.
- Designed and developed a location-based discovery tool using **33,408 sightings across India**, with map search, species filters and 4 search radii from 5 to 50 km.

Munshiji | Case study ↗ — 2026 | Academic project

- Designed a financial-learning companion addressing **6 behavioural loops**, including information overload, trust confusion and loss anxiety.
- Connected 5 core feature flows - savings, learning, goals, audio lessons and portfolio insights - through familiar object metaphors and progress feedback.

Time Wanderers | Case study ↗ — 2026 | Team of 3

- Co-developed a museum prototype for a **multimodality project**; the team mapped 7 interaction patterns, including gesture, voice and movement, for learners aged 8-16.

DESIGN LEADERSHIP

NID Bangalore | Website Design Team Lead — Feb - Mar 2026

- Led a team to design a functional website for Dfrost 25, NID Bangalore's annual design event.

Gyan Adda, NID | Coordinator — Apr 2026 - Present

- Launched peer-learning sessions, including a **p5.js workshop for 25 students**; invited speakers from Google and Microsoft, alongside design-industry leaders, for talks and workshops.

UX SKILLS & TOOLS

Methods: User research, information architecture, user flows, wireframing, interactive prototyping, design systems, human-centred design, responsive UI, information design.
Tools: Figma, Framer, p5.js, VS Code, Android Studio, Antigravity, Photoshop, Illustrator, InDesign, Premiere Pro.
Data: Python with pandas for data retrieval and processing.
Strengths: Systems thinking, visual storytelling, cross-functional collaboration.

ADDITIONAL PROFESSIONAL EXPERIENCE

Dar-Al-Handasah | Architect | Pune — Aug 2024 - Jun 2025

- Coordinated multidisciplinary inputs for Diriyah Gate Authority schematic drawings and commercial leasing plans.

BES Consultants | Building Envelope Architect | Thane — Aug - Oct 2024

- Created parametric design details and calculation scripts to support façade documentation.

AtkinsRéalis | Design Intern | Bangalore — Aug 2023 - Dec 2024

- Supported EDAROTH design coordination across **six UK sites**; produced BIM models and survey drawings.

361 Bit | Video Editor | Nagpur — Jul 2022 - Apr 2023

- Edited video content, applying visual storytelling, sequencing and pacing.

SELECTED ACHIEVEMENTS

- **FigBuild 2026:** Developed interactive UI/UX prototypes for speculative prompts in Figma's **72-hour** global campus design-a-thon.
- **DEVISE'23:** Won **1st prize** in Designo for a white-cane prototype addressing limitations of existing products.
- **Solar Decathlon India, 2022-23:** Won Office Division and Grand Jury prizes totalling **INR 50,000** among 126+ groups for net-zero energy and water solutions.