

ADRIAN RAMCHARITAR

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SKILLS

DESIGN

Product Design, User Experience, User Research, User Journey, Wireframing, Personas, User Interviews, Ideations, Survey Design, Competitive Analysis

TOOLS

Figma, Unity3D, Adobe Suite, Adobe XD, Axure RP, Visual Studio, IntelliJ

PROGRAMMING

Angular6, React, C#, HTML, SCSS, Bootstrap, Ext.js, Javascript, Java

EDUCATION

MASTERS OF COMPUTER SCIENCE (Human-Computer Interaction)

Carleton University

(Sep 2016- April 2018)

- Created experimental framework for virtual reality built in Unity using the Oculus Rift APIs

BACHELOR OF COMPUTER SCIENCE

(Hons. BAsC)

University of Ottawa

(Sep 2010 - April 2015)

- Honors project focused on battery optimization for mobile cloud gaming on Android using change blindness

EXPERIENCE

SENIOR PRODUCT DESIGNER

Jul 2024 - Present

Unity Technologies | Multiplayer

- Led design for engine and cloud integration by collaborating with Product Managers, Designers and Developers across the organization to improve the end to end user experience when making Multiplayer games.
- Designed the 0→1 experience for Multiplayer Services Widgets, significantly reducing developer onboarding time and accelerating service integration and prototyping in-game.
- Collaborated with game developers and internal teams to identify pain points in the Multiplayer Services setup process, driving iterative improvements that increased adoption and reduced onboarding friction.

PRODUCT DESIGNER

Dec 2021 - Jul 2024

Unity Technologies | Data Oriented Technology Stack (DOTS)

- Redesigned Unity's profiler module to improve data visualization for complex Multiplayer performance analysis—transforming early concepts into refined, developer-friendly wireframes
- Partnered closely with developers, gaining hands-on experience by prototyping gameplay code to better understand user workflows—directly informing UX decisions and improving developer satisfaction
- Presented complex design concepts and UX findings to executives and stakeholders in clear, monthly summary presentations—translating technical insights into actionable feedback.

UX DESIGNER

Apr 2021 - Nov 2021

BuildingsIOT | Smart building management system

- Worked closely with Product Managers and users to gather requirements and prioritize features, accelerating delivery of user-centered designs
- Designed high-fidelity wireframes in Figma based on real user needs, enabling Product Managers to gather more targeted and actionable feedback
- Collaborated with the Customer Success team to validate wireframes, resulting in 2 times more user feedback and stronger alignment with user expectations.
- Developed and implemented new features in the application using React and GraphQL, translating design specs into fully functional UI components.

UX DEVELOPER

Apr 2020 - Apr 2021

Alessa | Anti-money laundering and fraud detection

- Acted as a key liaison between Product Managers and Developers, translating high-level requirements into detailed Figma wireframes—streamlining collaboration and accelerating design-to-dev handoffs
- Implemented responsive, accessible UI components using JavaScript, Ext.js, and CSS, ensuring alignment with design standards and compliance with accessibility guidelines

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EXPERIENCE - CONTINUED

DESIGNER/DEVELOPER

Apr 2019 - Apr 2020

Foci Solutions | Technical and Government consulting

- Created three iterations of wireframes using Adobe XD and Figma based on user and client feedback for the development team which improved new product features for Foci's B2B products
- Conducted three rounds of user research via in person interviews to improve the UI which led to a 20% increase in usability
- Communicated between business and development teams to ensure that client requirements were met and understood resulting in a better end user experience
- Implemented wireframe design components using Angular 6 and Typescript running on a node.js server

UX RESEARCHER (Contract)

Nov 2018 - Apr 2019

Canadian Institute for Health Information | Health Information for Canadians

- Led ideation workshops that included Crazy 8's and low fidelity wireframes to generate ideas for usability testing
- Conducted six rounds of in depth usability testing and interviews using Axure RP and Adobe Connect to determine user behavior and interactions
- Analyzed and presented main themes and findings from usability testing results to stakeholders and project managers

INTERACTION DESIGNER (Internship)

May 2018 - Aug 2018

Trend Micro | Data visualization for anti-virus

- Led strategic research for dashboard design and data visualization by conducting usability testing to determine user performance and satisfaction
- Conducted competitive analysis research on existing dashboards to determine how the current product fits in the overall market
- Collaborated across three teams to iteratively evolve designs and create a design roadmap

RESEARCH ASSISTANT IN VIRTUAL REALITY

Sep 2016 - Aug 2018

Carleton University | Virtual Reality Lab

- Developed an experimental framework in Unity 3D using C# to test selection quality of various input devices which led to an academic publication
- Integrated the Oculus Rift APIs into the framework to receive controller and headset tracking data

COMMUNITY INVOLVEMENT

GAME JAM JUDGE

Jan 2023

Unity Technologies

- Volunteered on behalf of Unity as part of the judging panel at the McGame Jam 2023 hosted by McGill University

UX DESIGN PANELIST

Aug 2020

Code For Canada

- Served on the Code for Canada fellowship panel as a mentor assessing potential fellowship candidates which included interviewing candidates by getting them to critique and redesign a web page for the Government of Canada while also being asked questions as to why they made certain design decisions and how their new designs could be evaluated

BEYOND THE DESK



CYCLING



MUSIC



GAMING



GUITAR



HACKATHONS



DOGS