



Akhilan Thalamuthu

DESIGN HEAD



SUMMARY:

- ◆ 13 years of strong professional experience in Branding, UX Designing and UI Designing.
- ◆ Branding, UX Designing and UI Designing Expert and passionate Creative Visualizer, a forward thinker and Specialist in bringing client's business goals into Visual Creations in a fresh, aligned and compelling way.
- ◆ I researched, Drafted, Created, Monitored (on & Off Shore) & Executed the concepts for Corporate IT Sphere Works, such as Mobile Apps & Games, AD Films, Concept Producer, Web Apps, Kiosk, Corporate Print Media Works & Branding Communications.
- ◆ Have In-depth Knowledge working with UX tools such as In vision and using this creating static interactive POC's.
- ◆ Strengths include good communication and inter-personal skills with the ability to work in fast paced team environment and a quick learner of new software technologies, Self-motivated, a team player, and an able person in understanding and executing the project with a proper process flow.
- ◆ Ability to work in-groups as well as independently with minimal supervision.

SKILL SET:

Design Tools: Adobe Photoshop, Dreamweaver & Sound Forge

UX Tools: In vision & Adobe XD

Research Activities: Data Analysis, Task Analysis & Persona Hypothesis

Client Management: User Empathy, Requirement Gathering, Adaptability, Time Management & Execution

PROFESSIONAL EXPERIENCE:

Design Head – Mobile/Web

Dec 2017 – Present



Concept Thought process, Design and Execution in Interactive POC (via In vision) for the following projects

Project – **PETRONAS - Health & Safety (Android Tablet & Web App)**

The focal point of this app is to ensure Safety measures for the workers in Plant.

According to the geographical mapping and the number occurrence of the incidents. And it assists the Top layered Management of personas to monitor the unsafe conditions and the unsafe acts occurred during specific time range and at specific geographical points.

- Involved in Concept thinking and creating a afresh app from scratch, having done research in the Workers perspective in having their safety process in a processed manner.
- Worked on the UI skinning of the wireframes and implementing the flow of the app as a static interactive POC.
- Co-ordinated with the Android development team in focusing on the Flow of App and on the UI part of it with all necessary Design implementation process.
- Also Co-ordinated with Development team on implementing the flow of the web App.

Project – **PETRONAS – GPS Blinding (Android Mobile & Web App)**



The app was exclusively built to track the step by step procedure of Gas processing valve closing ,opening and monitoring its operations with respect to the time stamps it's been done. This App is primarily meant to reduce ancient paper work procedures into a digital format. Using NFC Scanning & QR Code scan technology.

- Involved in Concept thinking and creating an afresh app from scratch, having done research in the Workers, Contractors & Management perspective in having a simplified process in a digital processed manner.
- Worked on the UI skinning of the wireframes and implementing the flow of the app as a static interactive POC.
- Co-ordinated with the Android development team in focusing on the Flow of App and on the UI part of it with all necessary Design implementation process.
- Also Co-ordinated with Development team on implementing the flow of the web App.

Project –ACCENTURE – Employee Genome (Web App)

The app was exclusively built to track whole History of an employee with a 360 round information on their Performance, Their Leadership Insight, Their progress and particular employees Qualitative Analysis.

- Involved in Concept thinking and creating an afresh web app from scratch, using Tableau screens as reference.
- Worked on the UI skinning of the Tableau Screen reference and implementing the flow of the app as a static interactive POC.

Project – PETRONAS – Liquid & Gas Optimization (Web App)

The app was exclusively built to track the Shipping vessel voyage and also scheduling & Cancelling of vessel voyage schedule's.

- Worked on the UI skinning of the wireframes and implementing the flow of the app as a static interactive POC.
- Also Co-ordinated with Development team on implementing the flow of the web App.

Project – Maryland Health & Human Services (Tablet App)

- Worked on the UI skinning of the wireframes and implementing the flow of the app.
- Also Co-ordinated with Development team on implementing the flow of the web App.

Project – Learning Management System (Mobile App)

- Worked on the UI skinning of the wireframes and implementing the flow of the app.
- Also Co-ordinated with Development team on implementing the flow of the web App.

Project – PATEST (Mobile App)

- Worked on the UI skinning of the wireframes and implementing the flow of the app.



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- Also Co-ordinated with Development team on implementing the flow of the web App.

Senior Visual Designer – Mobile/Web/Print

Dec 2015 – Dec 2017



Concept Thought process, Design and Execution in Interactive POC for the following projects

Project - **Ashok Leyland** – Attendance Kiosk Machine App

- Involved in Concept thinking and creating an afresh app from scratch, having done research in the Workers perspective in having their Attendance Management & Payroll process.
- Worked on the UI skinning of the wireframes and implementing the flow of the app as a static interactive POC.
- Also Co-ordinated with Development team on implementing the flow of the Kiosk App.

Project - **Ashok Leyland** – Quality Check (**Android Tablet App**)

- Involved in Concept thinking and creating a afresh app from scratch, having done research in the Workers in the Quality Check team, to check the Quality and to rectify its defects on the release of manufactured vehicle's.
- Worked on the UI skinning of the wireframes and implementing the flow of the app as a static interactive POC.
- Also Co-ordinated with Development team on implementing the flow of the Android tablet App.

Project - **Ashok Leyland** – Fleet management (**Android Tablet & Web App**)

- Involved in Concept thinking and creating a afresh app from scratch, having done research in the Workers in the Fleet Management Team, to track the vehicle's, its performances, Drivers & Dealers on Location.
- Worked on the UI skinning of the wireframes and implementing the flow of the app as a static interactive POC.
- Also Co-ordinated with Development team on implementing the flow of the Web & Android Tablet App.

Project - **Ashok Leyland** – Sunshine Bus (**Website**)

- Involved in Concept thinking and creating a afresh app from scratch, having done research in the Students, parents & School Administration perspective
- Worked on the UI skinning of the wireframes and implementing the flow of the app as a static interactive POC.
- Also Co-ordinated with Development team on implementing the flow of the Website.



Concept Thought process, Design and Execution in Interactive POC for the following projects

In House Projects – Globe Tipper (**Mobile App**)

- Worked on the UI skinning of the wireframes and implementing the flow of the app as a static interactive POC.
- Co-ordinated with the Android & IOS development team in focusing on the Flow of App and on the UI part of it with all necessary Design implementation process.
- Was featured in iStore Noteworthy section in the Travel category in US App Store.

In House Projects – Smart Alarm Pro (**Mobile App**)

- Worked on the UI skinning of the wireframes and implementing the flow of the app as a static interactive POC.
- Co-ordinated with the Android & IOS development team in focusing on the Flow of App and on the UI part of it with all necessary Design implementation process.

In House Projects – CHU CHU TV (**Video**)

- Worked on the Logo & Interface skinning of the video wireframes and implementing the flow of the video as a static Storyboard.
- Co-ordinated with the 2D Animation development team in focusing on the Flow of Video's and on the UI part of it with all necessary Design implementation process.

In House Projects – Draco the Dragon (**Mobile game**)

- Worked on the Logo, Branding Collateral's & Interface skinning of the Gaming Screens and implementing the flow of the game as static Screens.
- Co-ordinated with the 2D Animation development team & Game Development team in focusing on the Flow of Video's and on the UI part of it with all necessary Design implementation process.

In House Projects – Total Recall (**Mobile game**)

- Worked on the Logo, Branding Collateral's & Interface skinning of the Gaming Screens and implementing the flow of the game as static Screens.
- Co-ordinated with the 2D Animation development team & Game Development team in focusing on the Flow of Video's and on the UI part of it with all necessary Design implementation process.



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Senior Creative Designer – Website/Web Banners

Jun 2006 – Jul 2010



Concept Thought process, Design and Execution of Gif & Static Web Banners and Websites.

- Worked on the Logo, Branding Collateral's & Interface skinning of the Websites & Web banners pan across global brand websites handled by Ogilvy Marketing Agency Madrid.
- Also worked on Websites and Web Apps for Queens College & Kingsborough College USA.
- Worked on Branding Collateral's & Interface skinning of the Websites & Web banners pan across global brand websites for Great Works Ad Agency UK.

Creative Designer – Websites

Jan 2005 – Jun 2006

V4 Info Solutions pvt Limited (company not active now)

Concept Thought process, Design and Execution of websites and brochure works.

CLIENTS HANDELLED:



ACHIEVEMENTS:



Globe Tipper Mobile app was featured in the "New & Noteworthy section" in the Travel category in the US app store.



Best Ametur short film of the year 2008 in Orkut Youth Film Festival



Best Web Designer of the Year for Wig Category 2004