Nirmit Shelat

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"Regardless of the domain, a well-structured framework is the key to problem-solving across disciplines."

As a designer, I have an enduring fascination with human behavior and its impact on design. I am driven by the belief that successful design solutions are born from empathy and a thorough understanding of users' needs. By immersing myself in diverse experiences and collaborating with individuals from various backgrounds, I strive to create user-centered designs that truly resonate. I thrive on the challenge of translating creative ideas into practical solutions through extensive user research and collaboration. Outside of my design work, I find inspiration in the world of automobiles and indulge in photography and exploration to fuel my creativity.

EDUCATION

Master of Science (M.S.) - Creative Digital Media & UX Design Technological University Dublin, Dublin	Sep 2021 - Mar 2023
Master's Degree - Furniture Design CEPT University, Ahmedabad	Jun 2018 - Jun 2020
Bachelor's Degree - Product / Industrial Design UID, Gandhinagar	Jun 2012 - Jun 2016
Associate of Science (A.S.) - Botany (Drop-out) St. Xavier's College, Ahmedabad	Jun 2011 - Jun 2012

EXPERIENCE

Lecturer June 2023 - Present

Gujarat University - Ahmedabad Subjects:

- UI/UX Design
- Foundations of Digital Design

Lecturer Sep 2022 - Present

Pulse College, Dublin, Ireland Subjects:

- Game Theory
- Ethics, History & Psychology of Games

Teaching Associate Dec 2020 - Jan 2022

CEPT University, Ahmedabad

Served as a teaching associate for the subjects:

• Human-Centred Design I & II

Freelance Designer Jun 2016 - Jun 2018

Self, Ahmedabad

As a freelancer, I specialized in product, packaging, brand identity, and furniture design. I worked on projects in these areas, offering my expertise and creativity to clients. I developed and improved product designs, created visually appealing packaging, defined brand identities, and designed functional furniture pieces. This allowed me to deliver tailored design solutions that met clients' specific needs.

SKILLS

InDesign, Illustrator, Photoshop, Sketch, Figs, Adobe XD, Unity 3D, Blender, Probuilder, Aseprite, Rhinoceros, Solidworks, AutoCAD, Keyshot, XR, MR, AR, VR, UI, UX, CSS, C#, C++, Java, Visual Studio Code, Photography, Research, Graphic Design, Wireframes, Design Sprint

LICENSES & CERTIFICATIONS

Unity - Introduction to XR: VR, AR, and MR Foundations Unity - https://www.coursera.org/verify/YNEQUTMMRAAG	2022
Digital Skills: User Experience Accenture - https://www.futurelearn.com/certificates/9ez54x1	2021
Foundations of User Experience (UX) Design Google - https://www.coursera.org/account/accomplishments/verify/VB746J4ANYGG	2021
Start the UX Design Process: Empathize, Define, and Ideate Google - https://www.coursera.org/account/accomplishments/verify/3ZFY3K35BBYR	2021
Introduction to Personal Branding University of Virginia - https://www.coursera.org/account/accomplishments/verify/UZ79XBGQ39G8	2021
Design Thinking for Innovation University of Virginia - https://www.coursera.org/account/accomplishments/verify/HXTQTES37PME	2021
Introduction to User Experience Design Georgia Institute of Technology - https://www.coursera.org/account/accomplishments/verify/F4Z6S8	2021 QBJ5ST
Google Ads for Beginners Google - https://www.coursera.org/account/accomplishments/verify/PUZQSJB9AS4B	2021
Dog Emotion and Cognition Duke University - https://www.coursera.org/account/accomplishments/verify/BUT68JXJTSAY	2021