

Utkarsh Singh - Product Designer (UI/UX)

Portfolio: utkarsh-singh.com | [LinkedIn](#) | utkarsh.uxd@gmail.com | Toronto, ON

Product designer (UI/UX) specializing in 3D and XR experiences, with a background in interaction design, 3D modelling, and architectural design. I bring 6 years of experience across three countries.

EXPERIENCE

UI/UX Designer @ [Pixomondo](#)

Toronto, Canada • Jan 2024 - Present

Pixomondo (a subsidiary of Sony Pictures) is an Oscar-winning Virtual Production, visualization and VFX company. As part of its Innovation Lab, I design digital products to improve 3D and Virtual Production workflows.

UI/UX Designer @ [Virtual and Augmented Reality Lab](#)

Waterloo, Canada • Feb 2023 - Aug 2023

The VARLab (Virtual & Augmented Reality Lab) is an applied research innovation lab at Conestoga College that acts as a full-stack development shop for Digital Learning Simulations. [See my project](#)

- Led a product's end-to-end design — including user research, wireframing, prototyping, UI design, and implementation — that saved costs by 30%.
- Collaborated within an agile team of ~15 cross-functional professionals (unity developers, blender artists, PMs) and provided quality assurance on design outputs, ensuring timely product delivery in 4 months.
- Conducted 25+ usability tests across 5 products in 4 months to understand user behaviour and identify opportunities for better digital experiences.
- Championed a user-centered culture by giving 4 presentations to the leadership on UX process & best practices.
- Prepared design specification documentation, including CSS & prototype video recordings, for developer handoff.

Product Designer (UI/UX) @ [Deziko](#)

Chandigarh, India • Aug 2020 - Dec 2022

Deziko is a digital platform that organizes international design competitions (like hackathons). [See my project](#)

- Designed a profitable design competitions platform, achieving 4,000 monthly visitors, ~3,500 total paying users & 50+ industry experts on our panel over 2 years.
- Established a Design System, enforcing brand consistency and accessibility, which led to a 10% reduction in UI-related development and iteration time.
- Tested our initial hypothesis by building a web prototype using WordPress, Elementor, HTML & CSS, which achieved 1,000 registrations in 2 months.
- Refined product strategy through user research data - including A/B tests, user feedback, interviews & surveys, leading to a 33% reduction in operating costs.

Architectural Designer @ [The Architects Collaborative](#)

Chandigarh, India • Aug 2017 - Jul 2021

TAC is a design studio that employs design thinking principles to craft aesthetically pleasing and human-centred spaces.

- Led a team of 4 junior designers, overseeing designs for 40+ projects with budgets exceeding \$20 million.
- Designed using 2D and 3D software products such as Blender, SketchUp, Rhino 3D, ArchiCAD, and AutoCAD.
- Facilitated collaboration with cross-functional partners - project managers, engineers, clients, & designers.

3D Designer @ [Bruno Rollet Architecte](#)

Paris, France • Sep 2015 - Dec 2015

Created realistic 3D models and renders of architectural designs using Rhino 3D, V-Ray, AutoCAD and Photoshop.

EDUCATION

Graduate Certificate — Interaction Design

President's Honour List (3.91/4 GPA) • Conestoga College, Canada

Bachelor's Degree — Architectural Design

First Division • Panjab University, India

SKILLS & CERTIFICATES

- **Tools:** Figma, Blender, Unity, Adobe Creative Suite, Miro, Framer, Jira, Confluence, Blender, Spline, Rhino 3D, Unreal Engine, HTML/CSS, Framer, Webflow, WordPress, Elementor
- **Design:** Wireframing, Prototyping, 3D Modeling, User Research, Usability Testing, Design System, Information Architecture, User flow, Responsive Web, App Design, Mock-ups, Design Thinking, Accessibility Standards (WCAG), User Persona, UI Design, Material Design, Human Interface Guidelines
- **Certificates:** UX & Interaction Design for AR/VR (University of Michigan), Google UX Design, TCPS 2: CORE