

NILAY GOMKALE

UX Designer - XR Designer - 3D generalist



SUMMARY

- Multidisciplinary UX designer specializing in interaction, spatial and experience design across diverse digital and experiential environments.
- Rooted in research-driven creativity, ensuring experiences are imaginative while grounded in user understanding.
- Experienced in crafting interactive, narrative and engagement-focused digital experiences across varied audiences and contexts.
- Adaptable and driven by a fervent desire for continuous learning, with a strong commitment to personal growth and evolving as a designer.

EXPERIENCE

UI/UX Designer @The Museum of Art & Photography

Oct 2024 - Present

- Led end-to-end design initiatives for major website projects including Memberships and User Dashboard Redesign, Virtual Greetings, Art is Life Festival Page, and Venue Hire.
- Built the website's Design System, unifying components, visual patterns, and interaction guidelines.
- Acted as the main UX-tech bridge, coordinating between developers, management, and non-technical teams through complex web initiatives.
- Designed interactive exhibition experiences, incorporating AR elements and playful quiz formats to enrich audience engagement.
- Supported deployment, QA, and vendor coordination for website updates and feature launches.
- Collaborated with cross-functional teams to deliver responsive, accessible and user-focused museum web experiences.

UX Designer Summer Internship @Rebel Foods

Jun 2023 - Aug 2023

- Led the redesign of EatSure's customer support page, reducing agent dependency by improving visibility and clarity of user actions.
- Conducted heuristic evaluation, literature review, and competitive analysis of e-commerce support models
- Designed a tier-based support flow using a modular card UI system to dynamically adapt to user context and queries.

UI Design Lead & Front End for SMI Live Fest Website

Jan 2023

- Led a team of 8 designers and collaborated with 20+ contributors across design, graphics, animation, and copywriting.
- Designed user flows and IA for multiple stakeholder groups, including festival-day navigation with integrated maps and floor-plan layouts.
- Developed and deployed the website using no-code/low-code tools, adding micro-interactions and animated elements.

EDUCATION

Srishti Manipal Institute of Art, Design and Technology -
B. Des in Human Centered Design | 2020 -2024
CGPA: 8.15/10

PORTFOLIO LINKS

nilaygomkale.com
behance.net/nilayg
nilay_gomkale.artstation.com

SKILLS

UX Design

- User Research
- Interaction Design
- Information Architecture
- Wireframing
- Prototyping
- Usability Testing

UI Design

- Visual Design
- Design Systems
- Typography & Layout
- Mockups

General 3D

- 3D modelling
- Texturing
- Simulations & Animation
- Lighting & rendering
- AR/VR Design

Tools & Technologies

- Figma
- Adobe Suit Apps
- Basic HTML, JS & CSS
- Blender, unity & similar tools

Soft Skills

- Team Collaboration
- Communication
- Problem-Solving
- Adaptability & Proactivity