Trishala Girjasing

UX Designer

www.trishalag.com
trishalagirjasing@gmail.com
+316 20939160

EXPERTISE

User experience (UX)&UI design
Interaction design
UX research
User research
Usability testing
Digital writing
Digital design
Human computer interaction
Gamification

SKILLS

Adobe creative suite
Balsamiq
Axure, Figma, Invision
Arduino, Processing
HTML, CSS
JavaScript, jQuery
Microsoft office
ProtoPie

LANGUAGE

Dutch
English

OTHERS DESCRIBE ME

Creative
Teamplayer
Trustworthy
Positive attitude
Solution oriented
Goal-oriented

EDUCATION

Communication and Multimedia Design
Bachelor of Science
The Hague University of Applied Sciences
2012-2016

Professional Scrum Master I
2018

EXPERIENCE

UX Designer | ORTEC
Nov 2019 - present
- UX design, UX/design research, usability testing and user research.
- Working on a hybrid app with the purpose to provide the user with a platform to plan their work schedule.
- Working on developing software which calculates a forecast and shifts based on demands.
- Side projects with the design team and stakeholder contact.

UX Designer and consultant | CGI
Oct 2018 - Aug 2019
- UX/UI design, usability testing, user research and UX/design research.
- Worked on a native app for a governmental organization. The goal was that the target group had all the necessary needs within one application.

Usability tester & Junior employee | Municipality of The Hague
May 2018 - Sept 2018
- Contributed to a usability test of a new website, which is intended for internal use. The system integrators collected all the test results and incorporated this to make the website more user friendly and informative.

User Experience Designer & Researcher(grad.project) | The Hague University of Applied Science Faculty Social work & Education
Feb 2016 - Nov 2016
- Research into the lifestyle of the Dutch student to find out in which capacity they could be motivated to live a healthy lifestyle and how this could be stimulated by implementing an interactive design/ protype.
- Research the possibilities and capabilities that interactive designs have such as gamification.
- In-depth user research.
- Made high-fi prototypes of two concepts and tested them with the target group.

Allround designer (UX/UI), digital editor & usability researcher | Business Talent Network
Sept 2014 - Jan 2015
- Conducted usability tests for new platforms of the company. The goal was to make the platform more user friendly and engaging for the target group.
- Manage, design and edit the direct mailings and newsletters. Analyse the traffic it generated and use this to improve the user experience.
- Design additional (digital) products.
- Keep the social media accounts and the several websites up to date.