MOHIT SANTRAM ASSOCIATE CREATIVE DIRECTOR

917.701.6051 👋 mohit@santram.net

SUMMARY

Talented Associate Creative Director with 20+ years of experience and strong interpersonal skills. At Nexient focused upon leading UX Product Design teams, mentoring fellow UX Product Designers, setting project deadlines and content goals, elevating the NES UX Practice, and delivering successful products to our clients and users.

EXPERIENCE

NEXIENT

Associate Creative Director

Brooklyn, NY • October 2021 - Present Leading UX teams to research, design, and craft UX artifacts, prototypes, and products. Building our UX practice, recruitment efforts, and mentoring UX Product Designers.

AI.REVERIE

Design Lead

Brooklyn, NY • December 2020 - August 2021 Led design of Airscape, a new SaaS product to enable users to create, view, and download AI/ML synthetic datasets. Facebook acquired AI.Reverie in August, 2021.

MORGAN STANLEY

Senior UX Product Designer

Brooklyn, NY • February 2021 - July 2021 Led Wealth Management Strategic Portfolio Analytics squad overseeing the design, development, and deployment of Risk Assessment & Performance tools.

ADAPTAMATIC, INC.

Owner, UX Product Designer

Brooklyn, NY • March 2001 - Present Conceived, designed, and built digital applications, experiences, UX deliverables, websites, and physical products for a diverse range of clients.

FLIGHTSAFETY INTERNATIONAL

Manager, User Experience Development New York, NY • February 2016 - June 2019

Established FlightSafety's UX Development and Design standards, built and mentored UX team, and redesigned corporate website and desktop, tablet, and mobile apps.

DAILYBURN

Director of User Experience

New York, NY • April 2014 - May 2015 Led UX Design team, implemented refined UX standards, and redesigned web, tablet, mobile, steaming applications, prototypes, and product onboarding.

FLUID

Senior UX Product Designer

New York, NY • January 2013 - March 2013 Designed a comprehensive luxury T-Commerce shopping experience application for LG Televisions with user research and testing sessions.

OMNIGON

Senior UX Product Designer

New York, NY • May 2009 - August 2012 Rebuilt web, tablet, mobile, and kiosk client experiences for Clear, MTV, SportingNews, USTA, MSG, Fox Sports, and The Radio City Rockettes.

TECHSTARS

Senior UX Product Designer New York, NY • July 2011 - December 2011 Mantared alguage startures to build and refine the LIX with

Mentored eleven startups to build and refine the UX within their products, apps, and presentations for TechStars NYC.

HEWLETT-PACKARD / THE SCIENCE PROJECT

Senior IA UX Designer New York, NY • April 2011 - July 2011 Designed and built Pivot, a monthly App Catalog digital magazine built upon webOS, localized to four countries for the global HP TouchPad audience.

HARRISON AND STAR

Senior IA UX Designer New York, NY • March 2010 - January 2011 Led IA and UX initiatives for pharmaceutical clients such as Genentech, Bayer, Eisai, Biolumina, and Novartis by designing mobile, tablet, kiosk, and web applications.

MEDIATED SPACES

VP Operations & Co-Founder

New York, NY • June 2006 - November 2009 Competitively awarded a MacArthur Foundation \$190,000 research grant to build citizen science mobile apps. Awarded additional funding from NAVTEQ and WHERE.com

FROG DESIGN

Design Analyst New York, NY • May 2006 - November 2006

Designed sitemaps, wireframes, competitive analysis documents, prototypes, user and product research for GE, NBC, Virgin Mobile, and TV Guide.

YM.COM

Technical Director New York, NY • February 2001 - September 2004

Grew 650,000 website user base with original content, community tools, and streamlined UX. Awarded Best Redesign (2004) and Best Site Integration with Print (2003).

EDUCATION

NEW YORK UNIVERSITY / TISCH SCHOOL OF THE ARTS

Interactive Telecommunications Program (ITP) M.P.S., User Experience & Interaction Design August 2003 - May 2006 **GETTYSBURG COLLEGE** B.A., Computer Science & Economics August 1992 - May 1996

SKILLS

Leadership, Mentoring, Project Management, Agile Scrum. UX/UI, Product, & Interaction Design, Wireframing, Figma Prototyping, Strategy, UX Research, & User Testing.