

RAHUL CHOUDHURY

FULL-STACK DESIGNER & INTERACTION ENGINEER

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Career objective

Designer and engineer with 15 years broad experience operating within multidisciplinary teams and with clients from a plethora of industries. Looking for a remote-friendly hybrid design and development position with lots of autonomy and opportunities for creativity.

Skills

- UI, visual & product design
- (Interactive) Prototyping
- Copywriting & microcopy
- Product management
- Front-end development
- Mentoring & advocacy
- Meteor, React, PWA, AMP
- Node.js, ES2015+, C#, Java, GraphQL, SQL, MongoDB ...

Experience

Q42 (2006-present) | Interaction Engineer, Partner

Started as a software engineer before expanding responsibilities across organization to include everything from interaction & product design to HR, marketing and starting a new foreign satellite office. Partner since 2014.

- Started US Q42 business "QSA", achieving break-even operations in 9 months
- Worked on 50+ client projects in various roles including software engineer, interaction designer, team lead
- Created Handcraft interactive prototyping app, led product & visual design, grew to 130k users
- Introduced & led Interaction Engineering role, grew to 7-person team
- Led diversity & inclusion initiative, HR "Happiness Committee", managed marketing & PR

Yes2Web (2005-2006) | Web developer

Joined for 6-month graduating work experience and stayed on as full-time web developer for a year. Led development of web portal for telephony startup using PHP & AJAX technology as well as assisting client work.

ImpulsIT (2003) | Web designer

6-month internship position. Worked as web designer supporting client work and implementing custom solutions in licensed web publishing tool with PHP & custom HTML templating language. Redesigned company website.

Education

- Bachelor of ICT, Graphimediatechnology, Rotterdam University (2005)

Volunteer work & personal projects

- Google Expert in UX, Product Design and Development (2015-present)
- Moderator at User Experience Stack Exchange (2010-present)
- Meteor NL & South Bay meetup "Captain"; Mentor/co-organizer at Girl Code (2012-2017)
- Mentor for women in tech (bootcamps & hackathons like Hackbright, Hack Reactor, Women Who Code)
- Creator of video game zine Gamingredients (2002-2006)
- Co-writer of widely circulated video game publication Squall's Dead (2010)

Background on Q42 position

Started as software engineer before expanding responsibilities across organization to include everything from UI & product design to HR, marketing and starting US satellite office. Partner since 2014.

- Founded US [Q42](#) business “QSA” (2014-2017)
 - Envisioned US presence, pitched to leadership, obtained US visa, moved to California, founded LLC
 - Bizdev, account management, sales, marketing, operations, software development & UI design
 - Achieved break-even operations in 9 months
- Creator of [Handcraft](#) prototyping app (2010-2014)
 - Conceptualised, pitched to leadership, incubated, launched beta & grew to 130k users
 - Product & visual design, branding, interaction & UX
 - Completely redesigned & rebuilt from scratch (2012-2013)
 - Customer support + low-priority support in wind-down mode (2010-2017)
- Introduced & led [Interaction Engineering](#) (2008-2017)
- Worked on 50+ client projects as software engineer, UI designer, prototyper, project & account manager
 - Interaction engineering for “My hue” Philips hue app (2017)
 - Account & project management for Highway1 incubator startups (2015)
 - Clients include Philips, Rijksmuseum, Lyceo, Pepper.nl, Symbaloo, Travel Support Center, startups
 - [See portfolio for overview of work](#)
- Helped establish “[jumpstarts](#)” (prototyping sprints) & ran as lead designer (2013-2017)
- Led development of [projects built with Meteor](#), ran meetup, gave talks (2012-2017)
- Prototyped game demos for [Spaceventure Kickstarter](#) (2012)

- Created & led Happiness Committee, produced “Happiness Reports”, hired Great Place to Work (2008-2013)
- Introduced and managed Know Your Company (2013-2016)
- Created “Project <div>” diversity & inclusion program (2016)
 - See “[Lessons learned building momentum for diversity & inclusion](#)” & “[Material to get started with diversity & inclusion at your company](#)”
- Recruiting & operations
 - Hired and mentored interns/graduating work experience students
 - Designed & developed 10+ internal line of business apps to support operations
 - Drove technology adoption of tools like Slack, Gusto, Intercom, 1Password, Know Your Company
- PR, sales & marketing, event management
 - Responsible for developing & maintaining Q42 website (2012-2016)
 - Created & ran Meteor meetups & co-organised Girl Code (2016) (2013-2017)
 - Managed Facebook, LinkedIn, Google+, Twitter including \$10k ads budget (2008-2016)
 - Hired head of communications (2016)
 - Design & planning for conference with Google for tech execs with 100+ attendees (2012)
 - Annual holiday gifting program for clients (2009-2014)
 - Public speaking (2010-2016)