

Danny Karl Munshi

UX Designer | UX Researcher

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Throughout my career thus far, I've strived to build brand affinity through creative mediums that engage users in unique and memorable ways. My desire to pursue a career focused on human centered design stems from my cross-cultural upbringing that fostered adaptability and empathy. Today that makes me a strong team player with a keen sensitivity towards user research within problem solving situations.

SKILLS

Figma, Sketch, Invision, Optimal Sort, Principle, Zeplin, POP App, Adobe Illustrator, Lightroom, Logic Pro, Pro Tools, Chain Manager, Microsoft Office

EXPERIENCE

Experiential Audio Designer | WhatSounds Designs

JAN 2021 - Present, TORONTO, ON

- Conduct end-to-end research in order to utilize sound, music, and interaction to alter user behavior and strengthen a client's mission and brand.
- Build brand affinity through a user-first approach utilizing sight, sound, and touch.
- Explore the relationship between sound, user, and the environment.

Audio Programmer & Brand Strategist | Bellosound

AUG 2019 - JAN 2021, TORONTO, ON

- Researched clients and their brands to create audio branded strategies.
- Designed sound for international spaces in the entertainment, retail, and hospitality industries focusing on the guest experience.
- Enhanced department workflows and streamlined service roadmap, resulting in a 25% increase in client acquisition.

Jr. Technology Analyst, Employee Experience | Public Outreach

JAN 2017 - AUG 2019, TORONTO, ON

- Tested quality assurance of the company's customer relationship management system.
- Developed new user flows based on employee user research, resulting in a 38% increase in donations between 2018-2019.

EDUCATION

BrainStation | Diploma Graduate, User Experience Design

JUN 2021 - AUG 2021, TORONTO, ON

SAE London | Bachelor of Science, Audio Engineering

JAN 2011 - 2013, LONDON, UK
Graduated with honors, 3.9 GPA

PROJECTS

Auxiliary | Lead UX Designer & Researcher

JUN 2021 - AUG 2021, ACADEMIC CAPSTONE PROJECT

Auxiliary is a mobile audiobook app designed to allow listeners to learn more from the content they consume through highly personalized interactions. Designed with Figma, InVision, Illustrator, and Marvel.