

Portfolio

Pranay Karani

Hello.

My name is **Pranay Karani** and I am from India.

I am an application developer, human-centred design enthusiast and an aspiring UX Engineer studying Human-Computer Interaction at Bauhaus Universität Weimar, Germany.

I started my career informally by developing and publishing games for the Android platform during my college years.

Professionally, I have worked on mobile app projects in fintech, education and healthcare domains primarily as a developer but also actively participated in user research and UI/UX design.

I am passionate about designing and engineering mobile experiences. I wish to work as a UX Engineer in automotive space in the near future.



Qlate

July 2021

WHAT

It is combination of a Calculator and a Notepad to do dynamic back-of-the-envelope calculations. You can save numbers and calculations in variables and use them in further calculations through a beautiful, minimalistic and clean UI.

WHY

I wanted an android app to do excel like dynamic calculations. I couldn't find any with a satisfying UI, so took up a challenge to design and build my own. My inspiration for functionality were macOS apps - Soulver and Numi.

WHO

I designed and built the app as a personal app project.

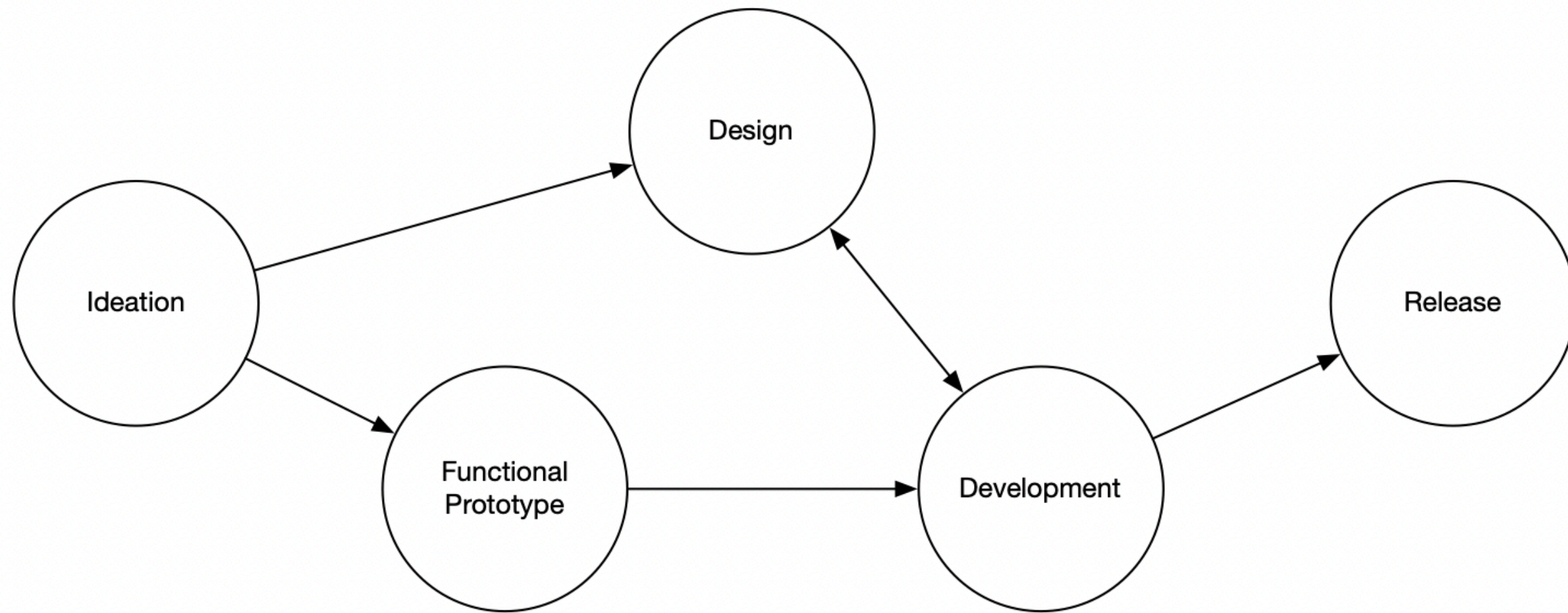
RESULT

I published the app in July 2021 on Google play store. It has been downloaded more than 5000 times and has 2,65k active users with a 4.5 rating.



Design & Development Process

Apart from Sheet and custom keyboard UI, designing app features around the core functionality took a considerable time in this phase



Core functionality of dynamic calculations and the app performance were the primary focus at this stage

It consisted of applying the UI designs on functionality from the prototype

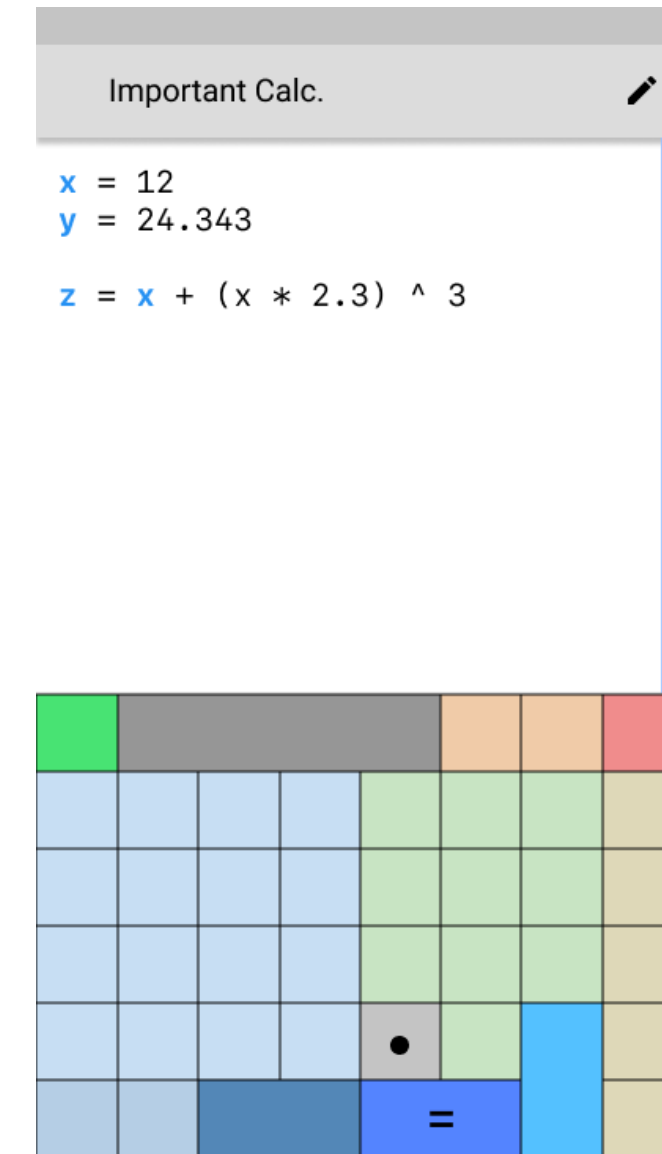
Softwares & Tools

Programming

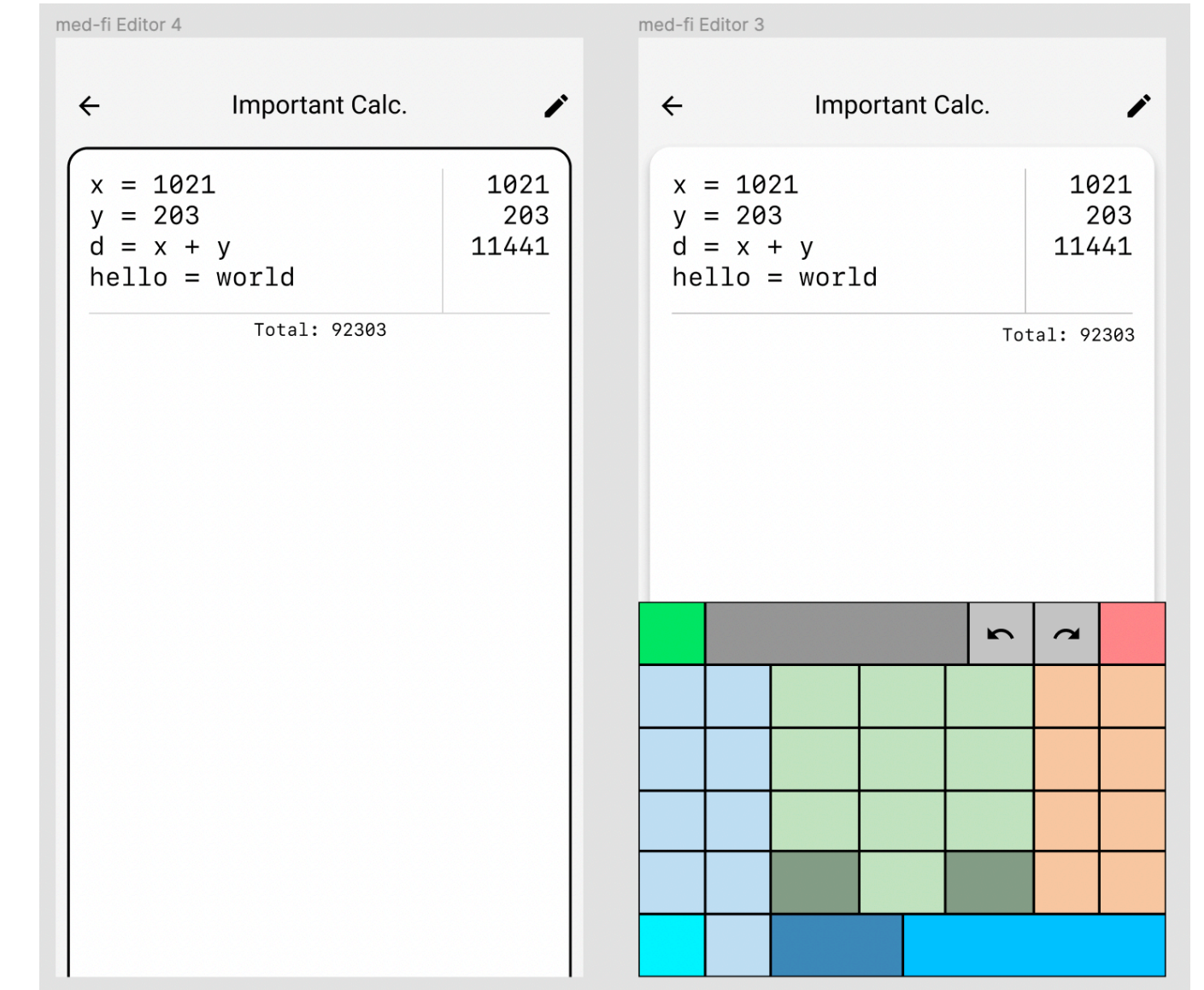


Kotlin

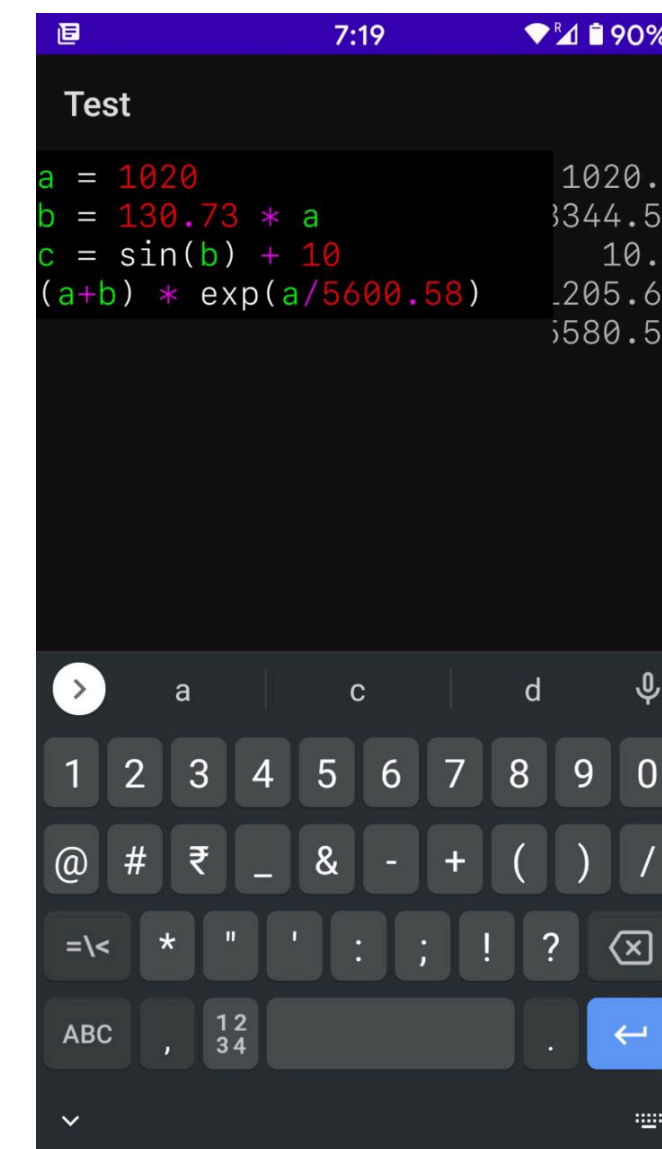
Design



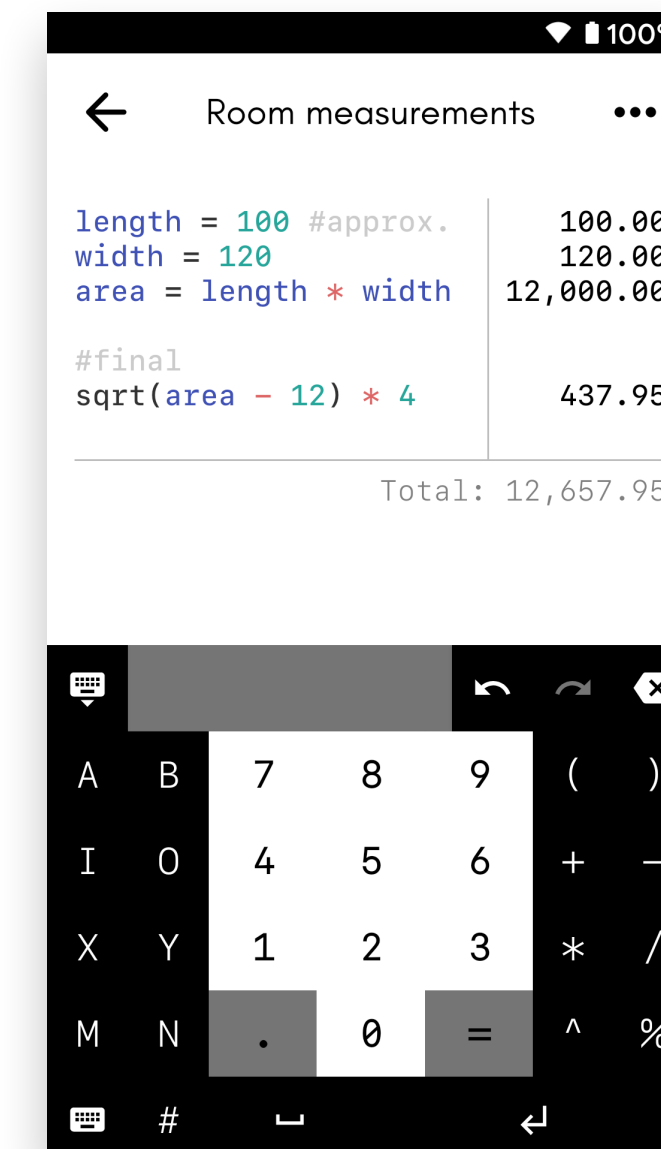
First version of keyboard and sheet editor UI design



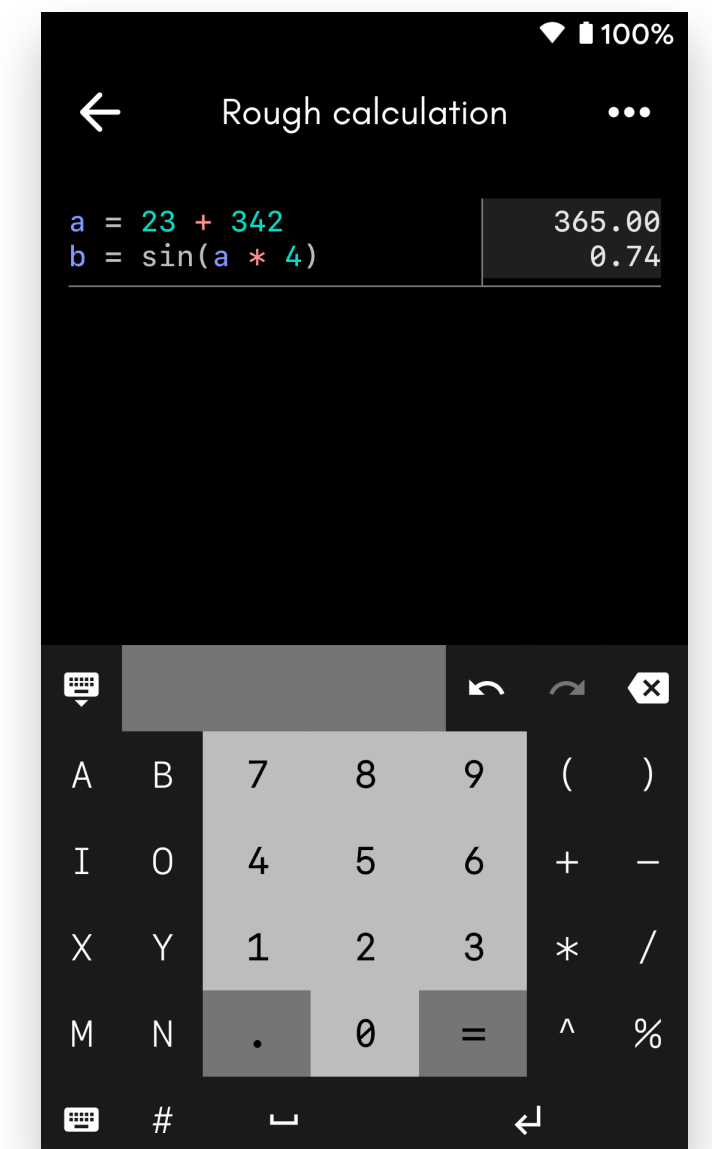
Sheet editor screen UI design ideation



Functional prototype



Final version (light)



Final version (dark)

The Trader

Nov 2015 - Sept 2016

WHAT

The Trader is a 2D casual strategy game for Android. The objective of the game is to level up by profitably trading commodities.

WHO

Since it was a personal project, all the game design, programming, and artwork was done by me.

WHY

I was inspired by a 1980 PC game - *Dope Wars*; I wanted to improve on the concept and build a similar gameplay experience for smartphones.

RESULT

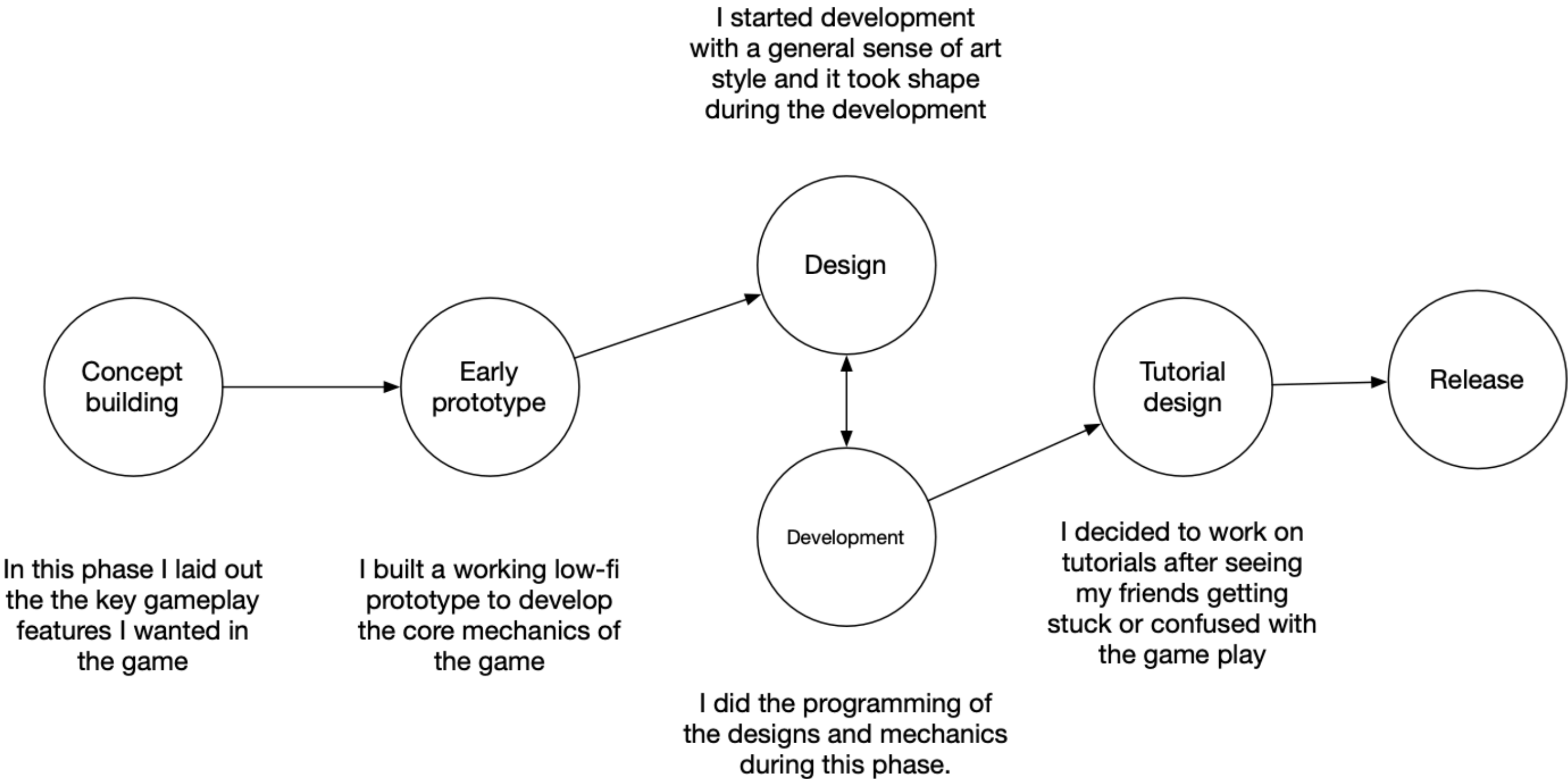
After publishing it in November 2015 on Google Play Store, I maintained and updated the game for about a year before selling it in September 2016 to an App Development firm called *Sappalodapps*. At the time of sale, the game was downloaded 170,000 times, had 33,000 active users, and was rated 4.2 out of 5.



Gameplay Video



Design & Development Process



Softwares & Tools

Programming



libGDX

Design



Features



Feature image



Grow your Shop into a Company



Buy and sell commodities



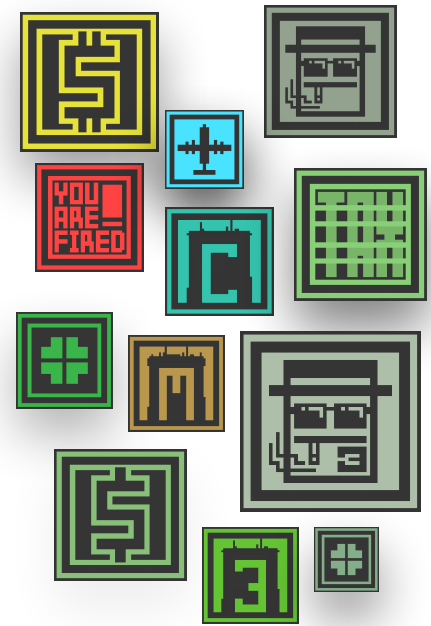
Trade in different places



Short of cash? Bank is here to help!



New events affect the commodity prices



Unlock achievements!

Money Manager

Oct 2016 - Feb 2017

WHAT

It is a finance management app with various features like - transactions, budget, and account management and reports with a user friendly UI.

WHY

As a final year project for BSc. I.T., we wanted to build an expense manager android app with a friendly and intuitive UI.

WHO

The team consists of two people - me and my classmate. I designed the UI and UX of the app. Coding of the app was done by both of us.

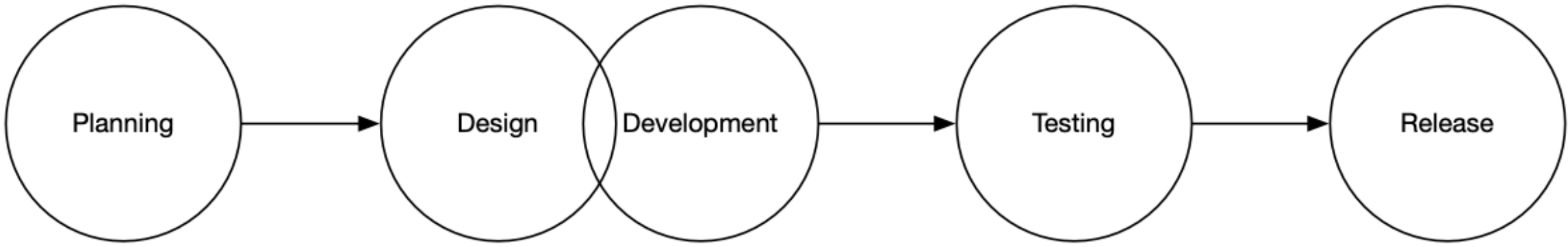
RESULT

We got a good feedback from our faculty and we published the app in March 2017.



Design & Development Process

In early phase of this stage, I created screen flows important features



We finalised the features of the app in this phase

We tweaked our designs many times during development and it evolved as we coded them

We mostly focused on the functionality and usability testing in this phase

Softwares & Tools

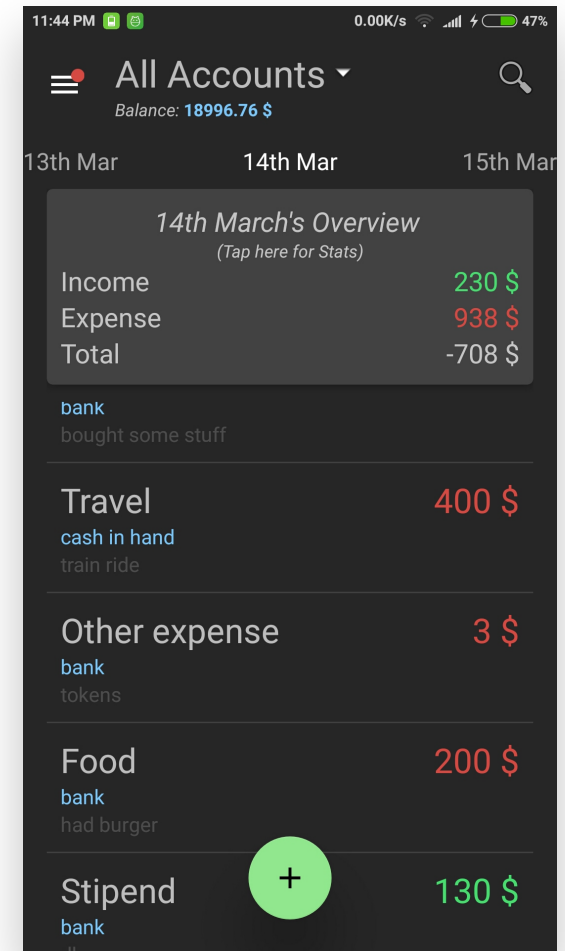
Programming



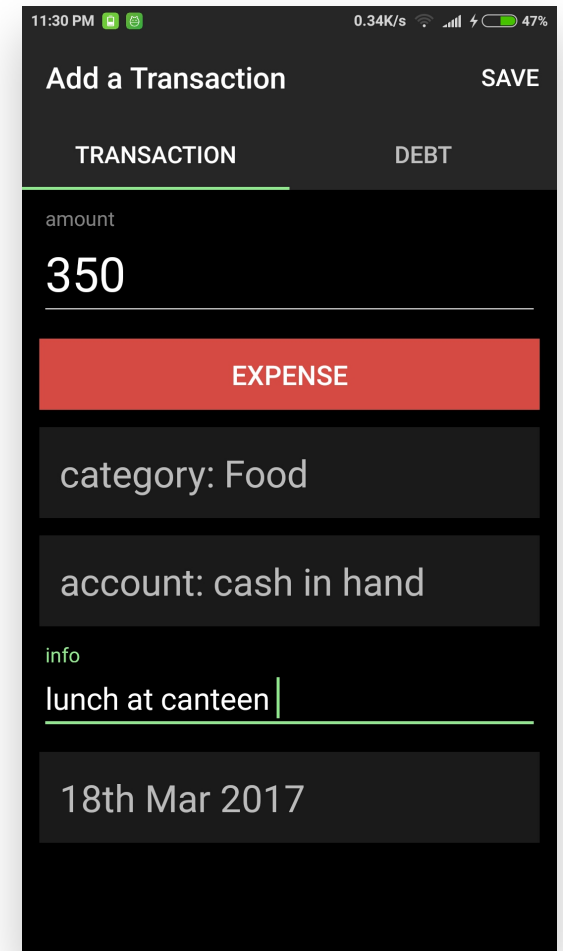
Design



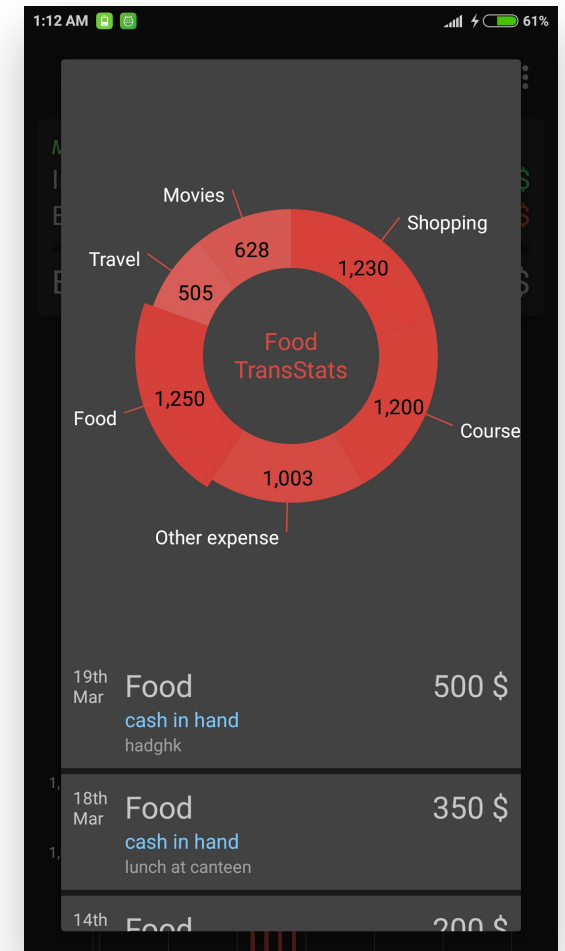
Screenshots



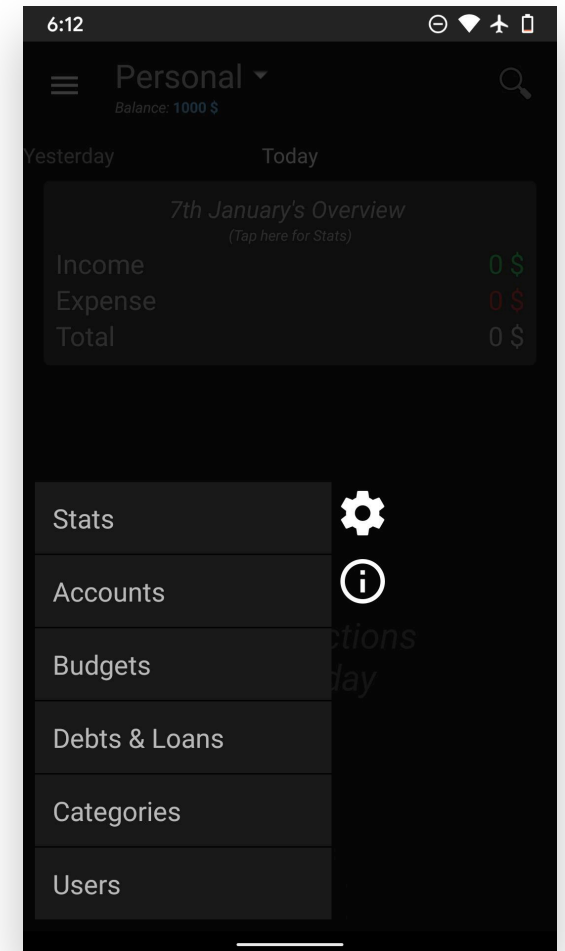
Home page with detailed yet clean financial overview



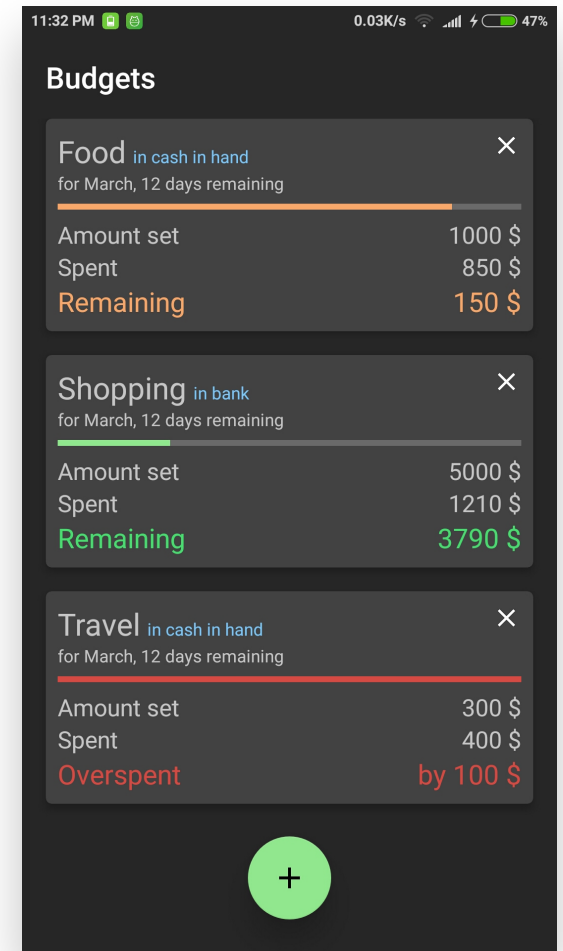
Add new income or expense transactions



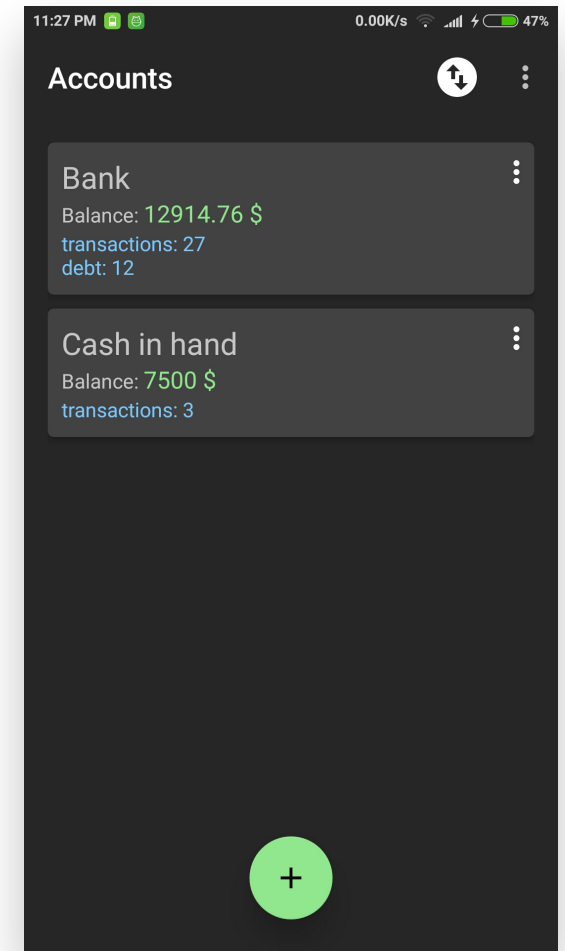
Visual breakdown of your income and expense



Pull menu at the bottom for improved reachability



Improve your saving habits by setting and managing budgets



Manage finance for multiple accounts

Sdule

July 2017

Sdule is a personal android app project of mine.

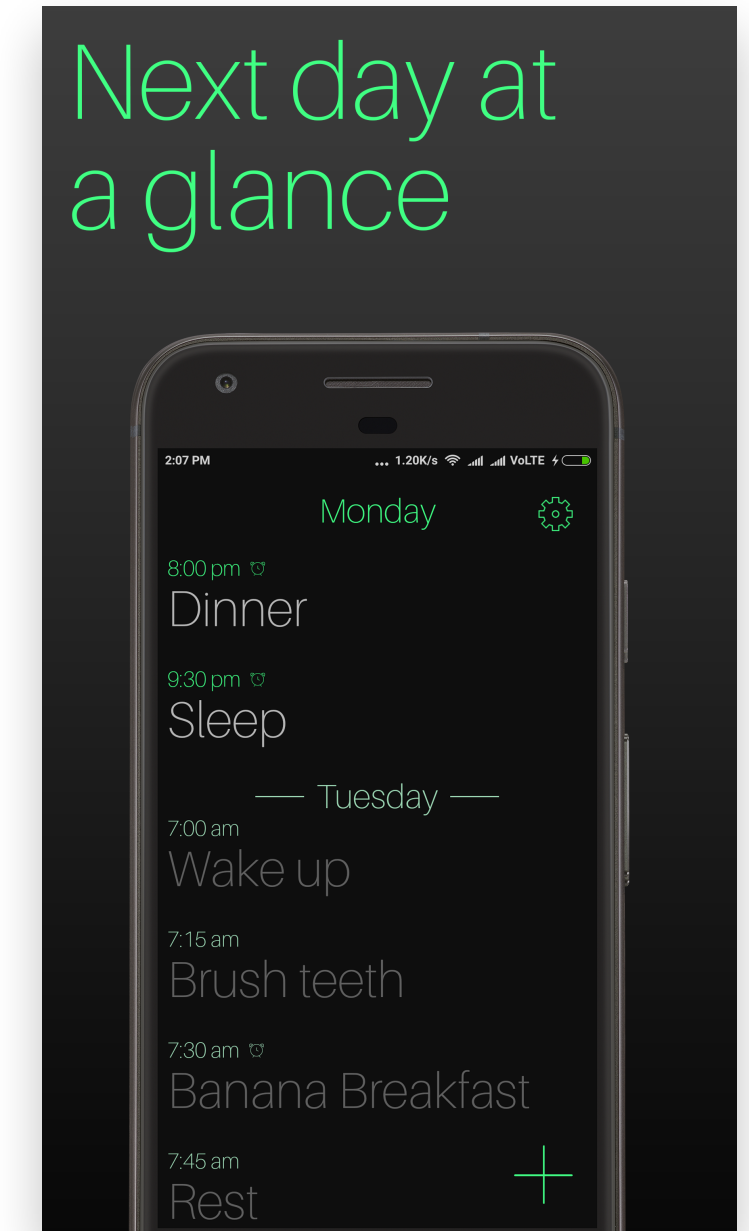
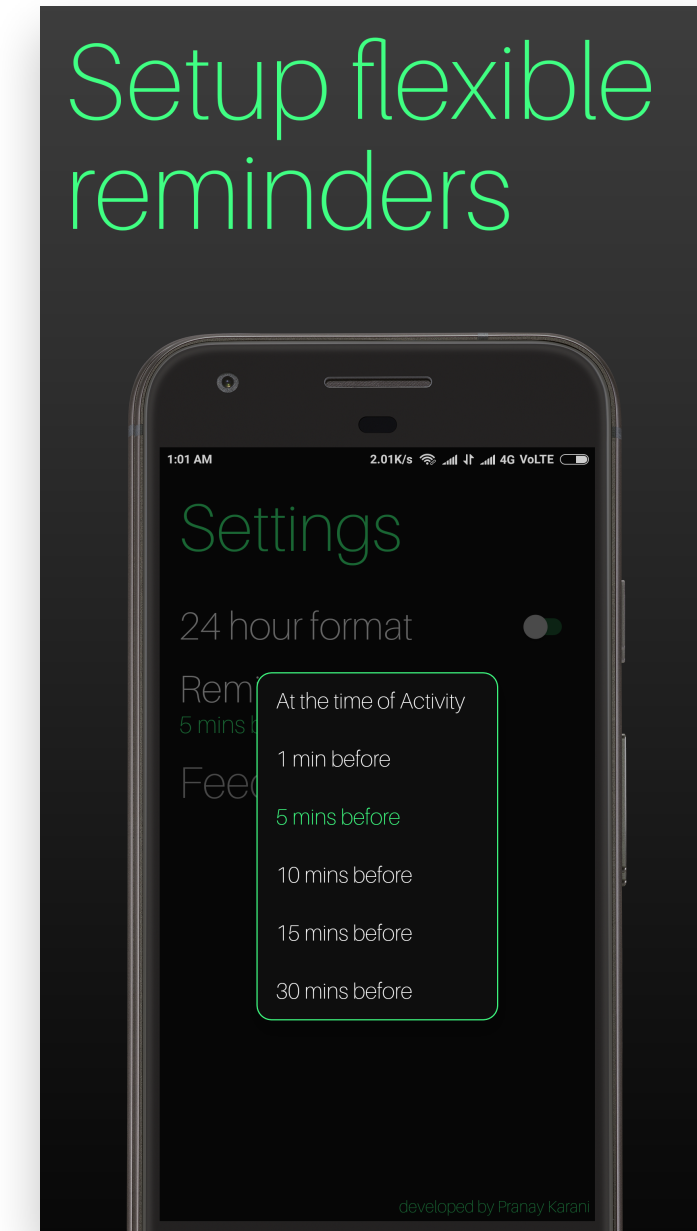
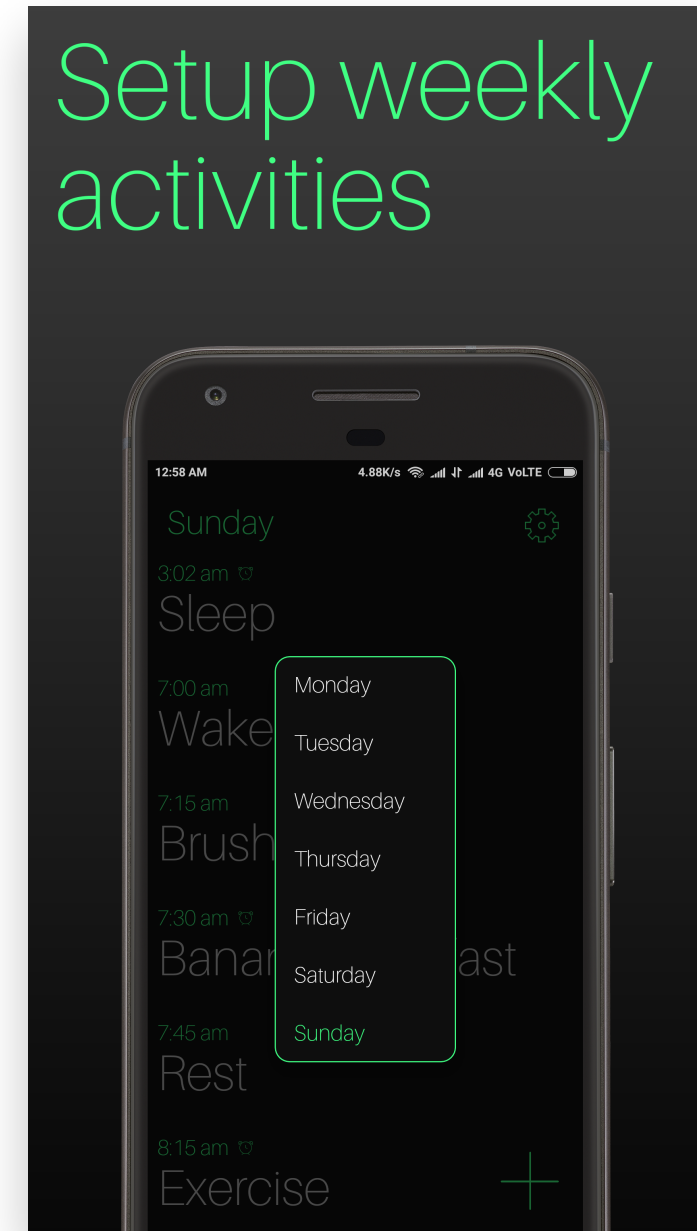
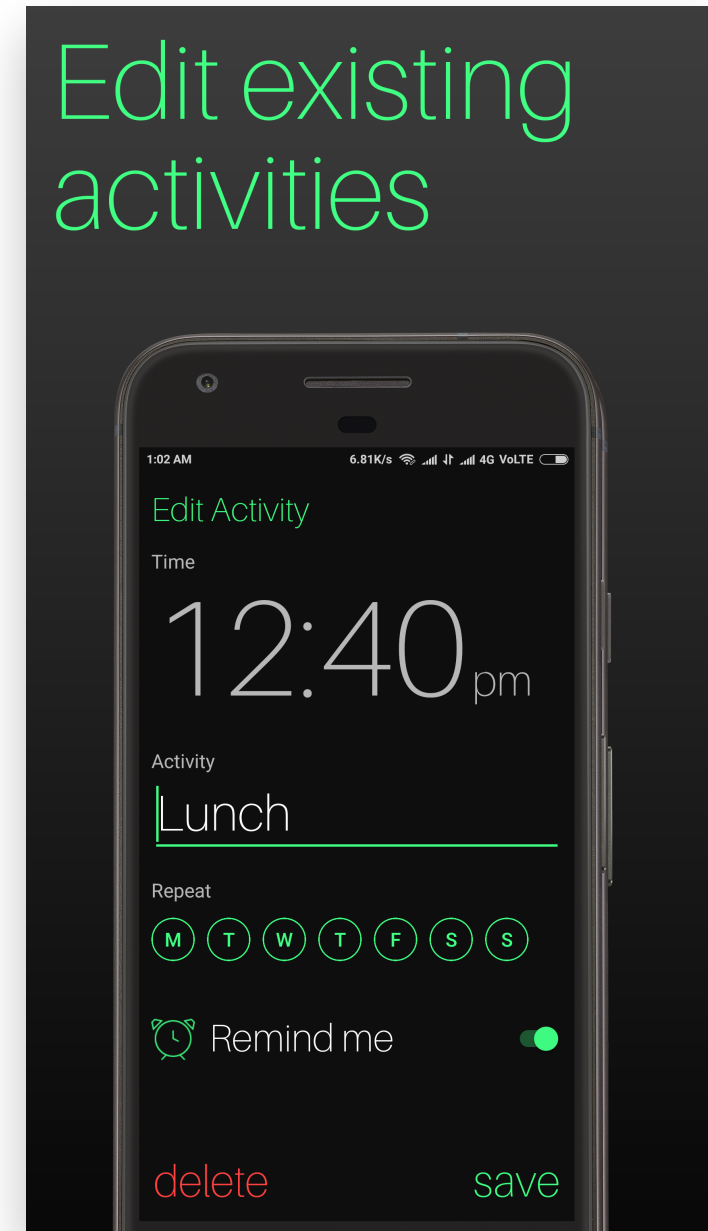
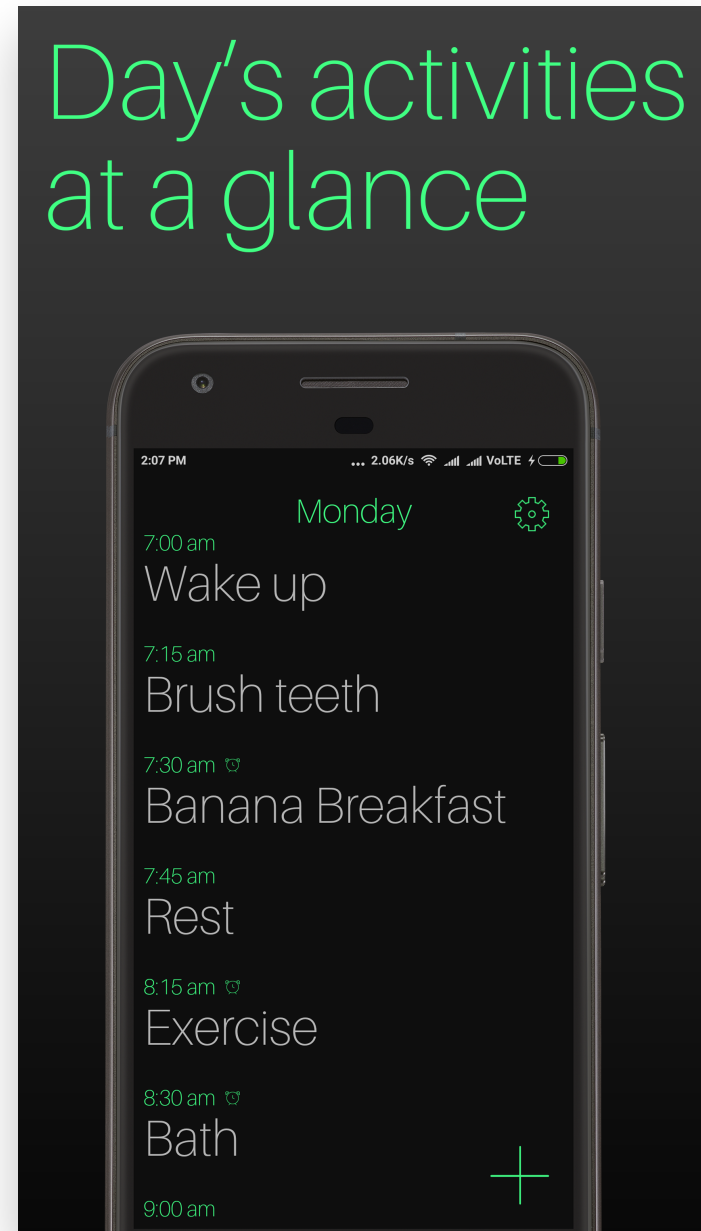
It is basic routine planner app for managing daily activities.

I had designed a custom set of UI elements instead of using the standard ones provided by the Android framework.

It was a small, week long project while I was working at Quicksand Design Studio. I designed, developed, and published the app in July 2017.



Features & Screenshots



Softwares & Tools

Programming



Design



Minigrid Stories

Feb 2018 - March 2019

WHAT

Minigrid Stories is script-based film-making Android app targeted towards the rural communities in Bihar and Uttar Pradesh in India. It was part of the community based video sharing platform we design and developed.

WHY

We wanted to promote the solar mini grids technology in rural communities with irregular or no government electricity supply by capturing and sharing it's impact through user stories. After an extensive user study, the team found that an app-based user-fed technology solution was more engaging and scalable. It was a Quicksand and the World Bank initiative.

WHO

At Quicksand Design Studio, I led the development of the project while collaborating with UI/UX designers, researchers, filmmakers, back-end developers and product strategists. Besides programming the app from scratch, I worked closely with UI/UX designers to shape the user experience over multiple iterations.

RESULT

Twenty two user stories were produced and shared using the app prototype on the platform. It won the project an extension in October 2018.

LINKS

[Project video produced by Grant Davis - filmmaker in the team](#)
[Building a digital platform for community engagement](#)



Other work.

APPS & GAMES

Find all the apps and games I have designed, developed and published on [Google Play Store](#).

Check out few of my un-released games on my [YouTube Channel](#)

XCaper



XCaper is 2D action platformer game for Android devices. The player has to use special powers (red icons in the top right corner in the screenshot) like - super speed, time control, strength etc., to kill the enemies and escape the level as quickly as possible.

COMICS



I enjoy comics and I have published one called 'System of Things - Chapter 1' on [Medium](#).

Say Hi!

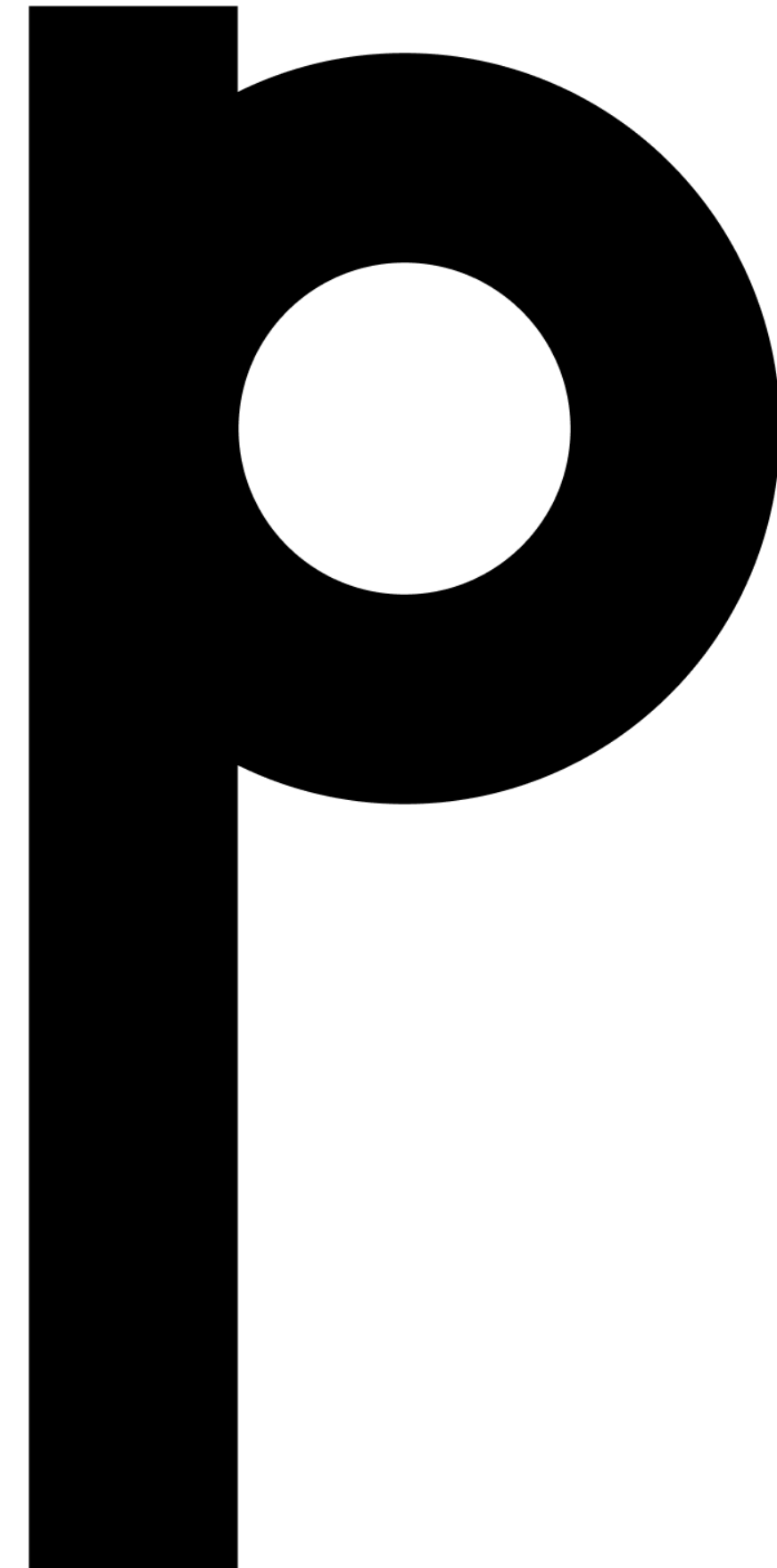
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Thank You.