

ASWIN BEHERA

SUMMARY

Detail-oriented and systems-thinking creative technologist with 4+ years of experience simplifying technical concepts into engaging content and interactive products. **Adept at collaborating with engineers, writers, and designers to structure complex narratives and educational materials.**

As a designer and developer at Tetrade, transformed Service Mesh and Application Networking concepts into explorable, visual-first learning tools. Excel at technical storytelling, and translating engineering jargon into user-first experiences. Passionate about empowering technical audiences through clarity, structure, and visual coherence.

EXPERIENCE

Tetrade, Global Remote – *Content Engineer*

Feb 2020 – Sep 2023

- Created visual-first content experiences for Service Mesh education, combining technical precision with accessibility.
- Collaborated with technical and product teams to define narrative arcs, micro-copy, and visual metaphors.
- Built a navigation library visualizing complex product ecosystems.
- Mentored stakeholders on content structure, accessibility, and engagement.
- Delivered content modules as animations, diagrams, demos, and front-end builds.
- Contributed to documentation style and UX writing practices.

MOCQTest, Remote – *UX Auditor & Visual Designer*

Jan 2019 – Nov 2019

- Audited content flow and student interaction journeys.
- Created a comprehensive visual library of 200+ topic-based icons.
- Advised on layout structure, content sequencing, and feedback systems.

Two by Three, Mumbai – *Strategic Design Intern*

Jun 2016 – Jul 2016

- Co-developed a physical learning game to teach children entrepreneurship through systems thinking and gameplay.
- Wrote clear rulebooks, learning guides, and storytelling frameworks for game facilitators.

AWARDS

- Top 25 Globally, Cybersecurity Visual Challenge by OpenIDEO & Hewlett Foundation
- 1st Runner Up, BYJU's x Unity Hackathon @ Unite India 2019

EDITORIAL STRENGTHS & PROJECT TRAITS

- **Substantive Editing:** restructuring, clarifying, and logic correction.
- **Content Coaching:** mentoring and aligning with product goals.
- **Stakeholder Communication:** balancing editorial judgment and intent.
- **Technical Interpretation:** familiar with simplifying service meshes and cloud-native systems into simpler narratives
- **Visual Pedagogy:** clarity through visual storytelling.
- **Content QA:** structure, clarity, relevance, and scope-fit review.

GAME DESIGN & CONTENT EXHIBITIONS

ServerBound – Narrative RPG on Data Ownership & Cyber Security

- Exhibited at IGDC 2024 (Hyderabad) and Indie Games Utsav @ Mumbai Comic Con 2025
- Conceptualized and authored metaphor-driven game content.
- Structured narrative arcs and educational dialogue trees.

TOOLS & SKILLS

Editing & Writing: Substantive editing, narrative structure, UX writing, Markdown

Design & Visualization: Figma, Adobe Illustrator, After Effects

Frontend Tools: ReactJS, Astro, Tailwind CSS, TypeScript (basic), Git

Collaboration: GitHub, CI/CD, Agile

EDUCATION

NIT Rourkela

B.Tech. Mechanical Engineering

2013 - 2017