DHANUSH KUMAR S

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| Email | Portfolio | linkedin | GitHub | Behance |

OBJECTIVE

Creative UI/UX and Graphic Designer seeking an opportunity to apply design skills, UX research, and problem-solving to craft intuitive digital experiences. Proficient in Figma, Canva, and branding.

EDUCATION

B.Tech in Computer Science and Business Systems - (2022-2026)   **7.80 CGPA**
K.S Rangasamy College of Technology (Autonomous)
Tiruchengodu - 637215

HSC - (2021-2022)   **73.33%**
J K K Nattaraja Matric Higher Secondary School,
komarapalayam - 638183

SSLC - (2019-2020)   **84.8%**
J K K Nattaraja Vidhyalaya, komarapalayam - 638183

SKILL SUMMARY

- **Programming Languages:** Java.
- **Design Skills:** UI Design, UX design, Graphic Design, prototype, wireframe .
- **Tools:** Figma, canva.
- **Soft Skills:** Teamwork, leadership, Time Management, Creativity, Problem Solving.
- **Language Known**: English, Tamil.
- **Certification:** Java (NPTEL).

PROJECT

LAB MANAGEMENT AND BOOKING SYSTEM - (NEX LAB)   **View**

- Designed an intuitive UI for mobile screen using Figma & Conducted UX research.
- Focused on user-centered design principles to streamline lab management processes.

BUSINESS PROFIT ANALYSIS - (PROFITX)   **View**

- Designed an intuitive mobile UI using Figma, focusing on user-centric tracking of profit, investments, bank balance, and cash flow.
- Key Features: Daily entries, monthly summaries, and visual financial trends.

EXPERIENCE & TRAINING

Graphic Designer, Statix.pro (Mar - April 2024)   **View**

- Strong understanding of typography, color theory, and design principles.
- Created engaging posters, brochures, and marketing materials for the company

UI/UX Designer, K.S Rangasamy college of technology (Sep - Oct 2024)   **View**

- Designed intuitive and visually appealing user interfaces for web and mobile applications.
- Created wireframes, prototypes, and user flows to enhance user experience.

WORKSHOP ORGANIZE   **View**

Organized and conducted a workshop titled "Sketch to Reality"at Suriya Engineering College. The session covered essential UI/UX, design principles, industry best practices, and hands-on training with Figma.(as a Resource Person)