

# Krishma Khadgi

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## CAREER OBJECTIVE

UI/UX design is the intersection of creativity and functionality. With a strong foundation in user-centered design, wireframing, prototyping, and usability testing, I am dedicated to crafting seamless digital experiences that align with both user and organizational needs. My approach combines strategic thinking with meticulous attention to detail, ensuring that every interaction is accessible and visually compelling. I thrive in collaborative and fast-paced environments, where continuous learning and user feedback drive my design excellence. I am actively seeking a professional opportunity to contribute to innovative digital products, enhance user satisfaction, and grow as a UI/UX designer.

## EXPERIENCE

### NNJS ([Link](#))

- Designing and developing an informational and service-oriented website for a non-profit eye care organization, designed to raise awareness, share resources and highlight impact.
- Conducted a meeting with the board members to understand content priorities and accessibility needs, ensuring that the design is in alignment with both user expectations and organizational goals.
- Developed high-fidelity prototypes using Figma and conducted iterative usability testing to refine the interface, improve content discoverability.

### HKNUTRA ([Link](#))

- Designing a responsive website, a non-profit organization founded by Nepali trail runners in Hong Kong.
- Conducted a meeting with a member to understand the key goals, target audience, content priorities, and functional requirements.
- Initiated the design process on Figma by applying Nielsen's Heuristic principles to ensure a user-friendly and intuitive experience.

## PROJECTS

### Wanderly ([Link](#))

- Designed an intuitive travel app aimed at enhancing the end-to-end travel experience through a suite of innovative features.
- Implemented core functionalities like hotel booking, car rental, translation, social networking, maps and so on.
- Focused on accessibility and responsive design principles (both on tablet and mobile) to ensure the app delivers a seamless experience across different devices and user abilities.
- Followed a user-centered design approach by conducting research, creating mood boards, developing low-fidelity wireframes, and building interactive prototypes

### HourFlow ([Link](#))

- Designed and developed a skills exchange platform based on a time banking system where users exchange services using time as currency.
- Implemented user authentication, profile management, live location tracking, achievement badges, ratings and reviews, and groups system to enhance service availability.
- Built using atomic design methodology and 10 usability heuristics.

### Cooksy ([Link](#))

- Designed a recipe-sharing app where you can save, share, find and schedule recipes.
- Focused on creating a clean and intuitive interface that accommodates a wide range of users by using clear typography, sufficient contrast, and simplified navigation for better accessibility.

## EDUCATION

B Sc (Hons) Computer Science | University of Wolverhampton

## **SKILLS**

Design Tools: Figma, Canva

Prototyping & Wireframing: Interactive Prototypes, Low-Fidelity Wireframes, User Flows

Methodologies: Usability Testing, Heuristic Evaluation, Atomic Design

Other Skills: User Research, Collaboration, Communication, Critical Thinking

Version Control: Git, GitHub