



ARCHANA J

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CAREER OBJECTIVE

A passionate and creative Fashion Technology graduate transitioning into UI/UX design, eager to apply design principles and user-centric thinking to digital experiences. Currently pursuing a UI/UX certification and working on an interactive storytelling platform. Skilled in wireframing, prototyping, and user research, with a keen eye for usability. Seeking an internship to gain hands-on experience and contribute to innovative, user-friendly designs.

SKILLS

uiux designing	MS Excel	Miro
Auto cad(basic)	Adobe illustrator	Figma
Adobe photoshop	A/B Testing	Fashion designing

PROFESSIONAL EXPERIENCE

Technosports Internship trainee

July - August 2024

Completed a one-month internship at Technosport, Tiruppur, focusing on performance apparel and innovation. Gained hands-on experience in fabric selection, quality analysis, and merchandising while enhancing my skills in functional design, trend analysis, and user-centered apparel development. Worked with design software such as Adobe Illustrator, Photoshop, to create technical sketches and product designs.

Certification

ongoing

"I am currently pursuing a UI/UX Design certification at IITM GUVI, building expertise in user research, wireframing, prototyping, and design thinking. As part of the program, I designed Mythify, an interactive storytelling platform aimed at creating an engaging and user-friendly experience. I am now seeking an internship opportunity to apply my skills in a real-world setting, collaborate with cross-functional teams, and further grow as a designer."

EDUCATION

Bachelor of technology

Majors: Fashion technology
CGPA:8.23
Kumaraguru College of Technology
May 2025

HSC

Percentage:91.3%
Saradha vidhyalaya matriculation higher secondary school
May 2021

SSLC

Percentage:85.3%
KGS matriculation higher secondary school
April 2019

ACCOMPLISHMENTS

Participated and secured 1st place in the **"ZERO – WASTE GARMENT** Challenge
Participated on **"BIO PRINTING"** competition and secured 2nd place
Participated on **"FASHIONTECH HACKATHON"** competition conducted and secured 3rd place

PROJECTS

Created Mythify, a mobile app prototype that enhances children's storytelling experiences through intuitive UI and engaging features.
Design and developed garments in the theme of betta fish