Aniket Lamkhade

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EDUCATION

Savitribai Phule Pune University   Pune, Maharashtra
Bachelor of Computer Application   Jun. 2021 – Apr 2024

EXPERIENCE

UI/UX Designer   Nov 2024 – Feb 2025
Cyperts Digital Solution Pvt. Ltd. Pune

- Created engaging and intuitive UI/UX designs for various digital platforms to enhance user experiences.
- Developed wireframes and interactive prototypes using Figma to visualize and refine design concepts.
- Conducted user research and competitive analysis to align designs with user needs and market trends.
- Collaborated with developers and stakeholders to ensure seamless implementation of design solutions.
- Iterated on designs based on user feedback and analytics.

UI/UX Designer Intern   May 2024 – Sept 2024
Chamberly AB, Stockholm County (Remote)

- Collaborated with cross-functional teams to understand user requirements and translate them into intuitive interfaces.
- Designed wireframes, mockups, and prototypes using Figma and other design tools.
- Ensured consistency in design elements and maintained a cohesive visual language across the application.
- Iterated on designs based on user feedback and analytics.

PROJECTS

CRM - Customer Realationship Management | *Figma, FigJam, Case Study*   Jan 2025 – Feb 2025

- Designed an intuitive interface with modern usability standards.
- Designed a comprehensive CRM system integrating Admin, Sales, and Customer Relationship Management for seamless business operations.

Investor - Real Estate Investment System | *Analysis, Research, Figma*   Nov 2024 – Jan 2025

- Created a user-friendly real estate investment platform with dedicated landing pages for investors and admins to manage and track investments effortlessly.
- Designed an innovative investment pool system, enabling collaborative funding with transparent progress and performance insights.

InGate - Visitor Management System | *Figma, FigJam, Design System*   July 2024 – Dec 2024

- Designed a clean and intuitive UI/UX for the Visitor Management System, ensuring ease of navigation for various user roles.
- Implemented streamlined check-in and check-out workflows, reducing manual effort and ensuring accurate visitor tracking and management.
- Developed a dashboard to provide real-time visitor data insights and reporting capabilities.

Chamberly Home, Coin Space and Journal Page | *Figma, FigJam, Research* May 2024 – Aug 2024

- Designed an intuitive and engaging home interface for the Chamberly app.
- Created a user-friendly landing page serving as a hub for user activities.
- Developed the Coin Space feature to track and reward user activities.

TECHNICAL SKILLS

Skills: UX/UI Design, Wireframe, Prototype, User Research/Journey, Usability Testing, Information Architecture, User-Centric Design
Languages: Java, HTML/CSS
Developer Tools: Figma, FigJam, Sketch, Illustrator, Photoshop, Lottie Files, Miro, Webflow, VS Code
Certifications: UI/UX Design Course, Figma to Lottie Files, UX Design Capstone, Webflow 101 Certification