

Aniket Lamkhade

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EDUCATION

Savitribai Phule Pune University

Bachelor of Computer Application

Pune, Maharashtra

Jun. 2021 – Apr 2024

EXPERIENCE

UI/UX Designer

May 2025 – Present

Mobigic Technologies Pvt. Ltd. (Pune)

- At Mobigic Technologies, I design user-centric, mobile-first experiences for HR360, a SaaS-based HR management app. I lead end-to-end design of core features like onboarding, apply leaves, clock in–clock out, regularization, timesheet, and approvals. I collaborate with cross-functional teams, build scalable design systems, and optimize usability to enhance user engagement and task efficiency.

UI/UX Designer Trainee

Nov 2024 – Feb 2025

Cyperts Digital Solution Pvt. Ltd. (Pune)

- As a UI/UX Designer at Cyperts Digital Solution, I worked with cross-functional teams to design user-focused web and mobile experiences. I created wireframes, prototypes, and high-fidelity designs using Figma and Miro, improved user flows, and ensured consistency across platforms. This role strengthened my design thinking and responsive design skills.

UI/UX Designer Intern

May 2024 – Sept 2024

Chamberly AB, Stockholm County (Remote)

- At Chamberly AB, I designed key features for the Chamberly iOS app focused on mental health, including Home, Daily Journal, and Mood tracking. I collaborated with cross-functional teams to turn user insights into intuitive, visually cohesive experiences using Figma. Iterated on designs based on user feedback and analytics to ensure a seamless and supportive user journey.

PROJECTS

Mobigic HR360 | *Analysis, Research, Figma*

Nov 2024 – Jan 2025

- HR360 is a comprehensive SaaS-based mobile application designed to streamline and automate human resource management for modern organizations. Built with a mobile-first approach, the app simplifies day-to-day HR operations for both employees and HR administrators by offering a user-friendly and feature-rich experience.
- I design intuitive interfaces and optimize complex HR processes into clear, actionable user flows.

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 Home page serving as a hub for user activities.
- Crafted 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, Notion, Miro, Sketch, Illustrator, Lottie Files, Webflow

Certifications: UI/UX Design Course, Figma to Lottie Files, UX Design Capstone, Webflow 101 Certification