

RAGHAV

UX Designer | Product Designer

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Portfolio: [Personal Website](#) | [Behance](#) | [Dribbble](#) | [LinkedIn](#)

About Me

UX Designer with expertise in product design, user research, and interaction design as well as AR and VR. Currently pursuing a Master of Science in User Experience Design at Birmingham City University, which ends on January 3. I specialize in user-centred design methodologies and innovative UX strategies.

- Proficient in design thinking and creating engaging, intuitive experiences for diverse users.
- Skilled in prototyping, usability testing, and visual design, blending creativity with research-driven insights.
- Passionate about delivering impactful solutions that align with business goals and user

Work Experience

Opendatabay (Birmingham) — *Product Designer – Internship (Oct 2024 – Present)*

- Collaborated with **cross-functional teams** to enhance data platforms through intuitive designs.
- Created **wireframes, prototypes, and high-fidelity designs** for seamless user interactions.
- Conducted **user research and usability testing**, ensuring data-driven decisions aligned with business goals.
- Developed **design systems** for consistency and accessibility across the platform.
- Iterated designs based on **stakeholder feedback and data insights** to improve usability.

Noun Town (London) — *Designer – Part-time (April 2024 – June 2024)*

- Redesigned UX elements, including **menus, settings, and main screens**, improving usability.
- Enhanced **character visibility and accessibility**, boosting user engagement.
- Collaborated with designers to refine **concepts and visual appeal** while maintaining brand consistency.
- Ensured clear communication with **HR teams and stakeholders** throughout the process.

LeagueX, Alter — *Design Generalist – Full-time (Jun 2022 – Nov 2023)*

- Delivered **multi-domain design solutions** spanning **UI/UX, 3D design, AR, VR and marketing strategies**.
- Designed and optimized **navigation, menus, and settings** for enhanced user experience.
- Worked closely with **executives and the CEO**, influencing business strategies and design decisions.
- Directed **character design** for accessibility, improving visual appeal and usability.
- Prototyped designs using **Adobe XD, InVision, and Unity**, delivering scalable products.
- Led **3D modeling and branding initiatives**, aligning marketing campaigns with product design goals.

Do. Creative Labs Ltd — 3D Designer – Full-time (April 2022 – May 2022)

- Created **3D models and visuals** for OTT platforms like **Netflix** and **Amazon Prime**.
- Improved UX for multi-platform interfaces through **motion graphics and interactive elements**.
- Utilized **Maya, After Effects, and Figma** for design workflows and interface improvements.

Freelancing – Designer, Developer, and Instructor (2018 – Present)

- Delivered **35+ client projects** in **branding, 3D modeling, UX/UI, and animation**.
- Designed **interactive interfaces** and **product showcases**, leveraging tools like **Blender** and **Adobe Creative Suite**.
- Managed **end-to-end design processes**, from strategy to final delivery, ensuring quality and deadlines.
- Mentored aspiring designers, focusing on **3D modeling and digital aesthetics**.

Education

- **Master of Science in User Experience Design** (Jan 2024 – Jan 2025)
Birmingham City University, UK
- **International Diploma in Communication Design** (2019 – 2022)
NICC International Design College, India
- **B.Sc. Visual Communication** (2019 – 2021)
Bharathiar University, India

Skills

Design & Process

- **UX/UI Design:** Wireframing, prototyping, usability testing, and interaction design.
- **Research & Strategy:** User personas, user flows, and stakeholder collaboration.
- **Product Management:** Product strategy, data visualization, and user-centered design.

Tools

- **Design Tools:** Figma, Adobe XD, Photoshop, Illustrator, InDesign.
- **Prototyping Tools:** Axure RP, Miro, Mural.
- **Development Tools:** HTML, CSS, JavaScript, 3JS, Framer, Webflow.
- **3D Tools:** Blender, Maya, After Effects.

TOOLS & TECHNOLOGIES

- ✓ **Design Tools:** Figma, Adobe Illustrator, Adobe Photoshop, InVision, Axure
- ✓ **User Research Tools:** Hotjar, Google Analytics 4 (GA4), Microsoft Clarity
- ✓ **Prototyping Tools:** Figma, InVision Prototypes, Adobe XD
- ✓ **Front-End Familiarity:** HTML, CSS, JavaScript basics
- ✓ **AI Experimentation Tools:** AI-powered design and prototyping tools like ChatGPT and design AI plugins
- ✓ **3D Tools:** Blender, Maya, C4D, After effects, Adobe suite, fusion 360, cad.

SOFT SKILLS

- **Strong Communicator:** Able to articulate design rationale and connect with technical & non-technical audiences.
- **Open-Minded & Humble:** Embraces feedback and continuously adapts to new insights and challenges.
- **Strategic Thinker:** Balances business goals with user needs, prioritizing iterative design thinking.
- **Cross-Functional Collaboration:** Works seamlessly across teams to align research insights with technical feasibility.

WHY ME?

With a proven background in **end-to-end UX design**, a strong focus on user research, and deep experience in delivering functional, innovative design solutions, I bring the right balance of vision, technical expertise, and user empathy to your team. My hands-on experience in **Figma design systems, prototyping, user research, and front-end familiarity**, combined with my passion for workshops and co-design, positions me to contribute meaningfully to your product vision.

I am eager to bring these experiences and traits to foster collaboration and innovation, ensuring that users' needs are consistently met while driving business success.

Personal Website

I developed it with raw CSS ----- <https://dedrox2k.github.io/dedrox/ux.html>

Artstation

3D and game design-----<https://www.artstation.com/raghavprasanna> 

Behance

UX/Product portfolio ----- <https://www.behance.net/raghavprasanna>

Dribbble

UI design portfolio----- <https://dribbble.com/DEDROX2K>

Article writing

Case studies and blogs ----- <https://medium.com/@RaghavPrasannaUX>