

RAGHAV PRASANNA

+44 75534 33334
ux2000raghav@gmail.com
1 Stour Rd, Bow, London E3 2EQ
<https://www.linkedin.com/in/raghav-prasanna-b530621b0/>

PROFILE

Highly motivated UX Designer with a strong foundation in product design, user research, and interaction design. Currently pursuing a Master of Science in User Experience Design at Birmingham City University, specializing in user-centred design methodologies and innovative UX strategies. Skilled in utilizing design thinking to create intuitive and engaging user experiences. Seeking a challenging role to contribute my expertise to a dynamic team and deliver impactful products.

KEY SKILLS

Product design, UX and UI Design, User research, User Personas & Journeys, Usability testing, User centred design, Design thinking, Interaction design, Prototyping, Stakeholder management, Data visualisation, Product strategy, Product management.

—WORK EXPERIENCE

Opendatabay (Birmingham) – Product Designer – Internship

(Oct 2024 – current)

- Collaborating with cross-functional teams to design user-friendly interfaces and improve user experience for data selling and buying platforms.
- Developing wireframes, prototypes, and high-fidelity designs to support product development and ensure seamless user interactions.
- Conducting user research and testing to identify pain points and inform design decisions that align with user needs and business goals.
- Iterating on design concepts based on stakeholder feedback and data insights to enhance product features and usability.
- Ensuring consistency in design systems and visual elements across the platform, promoting an intuitive and accessible user experience.

Noun town (London) – Designer – Part-time

(April - Jun 2024)

- Redesigned and enhanced user experience (UX) for interface elements, including menus, settings, and main screens.
- Assisted in the direction and modification of characters, improving their visibility, accessibility, and overall user engagement.
- Collaborated with the design team to refine character concepts, ensuring they were visually appealing and easily recognizable to users.
- Worked on both new and existing UX elements, ensuring consistency and high usability across the platform.
- Worked in synergy with hiring managers, HR Generalists to ensure communication was clear

LeagueX, Alter – Design generalist – Full-time

(Jun 2022 - Nov 2023)

- Gained broad experience across multiple domains, including 3D design, marketing strategies, and mobile UI/UX development.
- Played a key role in developing and refining the product's user experience (UI/UX), ensuring alignment with design goals and user needs.
- Engaged closely and directly with the CEO and executive team, playing a key role in decision-making processes related to product design, business strategy, and overall direction of the startup.
- Led efforts in refining the product's user experience (UX) and user interface (UI), optimizing the design of screens such as main menus, settings, and navigation elements to improve user engagement and accessibility.
- Directed the creative and functional development of characters, ensuring they were visually appealing, easily recognizable, and aligned with accessibility standards for a diverse audience.
- Took ownership of various design processes, ranging from 3D modelling, prototyping, and wireframing to marketing initiatives and visual storytelling.
- Collaborated with the design, development, and marketing teams to ensure consistent brand messaging and seamless product integration.
- Demonstrated proficiency in software such as Adobe XD, Invision, and Unity, bringing innovative design solutions that enhanced the user experience.

Do. Creative Labs Ltd Intern – 3D designer – Full-time

(April - May 2022)

- Contributed to high-profile projects, creating several 3D models for shows, advertisements, and promotional videos for prominent OTT platforms such as Netflix and Amazon Prime.
- Developed design assets including 3D visuals, motion graphics, and interactive elements that were integrated into large-scale video production workflows.
- Actively participated in UX/UI design projects, improving the user experience for various screen interfaces such as menus, settings, and main screens for both existing and new platforms.
- Utilized tools such as Maya, After Effects, and Figma to create visually engaging, user-centric designs for multi-platform user interfaces.

Freelancing – Designer, developer and Teaching gigs.

(2018 - current)

- Freelanced for over six years, collaborating with more than 35 clients across various domains, including digital design, photography, 3D modelling, and animation.
- Developed a wide range of creative assets for clients, including branding materials, digital illustrations, 3D assets, and interactive UI/UX designs.
- Specialized in creating visually compelling 3D models and renders for product showcases, marketing campaigns, and advertisements.
- Managed all stages of the project lifecycle, from initial client consultation, design strategy, and prototyping to final delivery, ensuring client satisfaction and adherence to timelines.
- Leveraged advanced tools such as Adobe Creative Suite, Blender, and Sketch to deliver high-quality outputs tailored to client specifications.
- Acquired and developed new skills in creative software, digital media, and user experience (UX) design to stay updated with industry trends.

EDUCATION

Master of science in User Experience Design

Birmingham city university In Birmingham, U.K.

Jan/24 — Jan/2025

International Undergraduate 4yrs Diploma program in

Communication design NICC international design college in Bangalore, India

2019 - 2022

B.Sc. Visual Communication

Bharathiar University in Bangalore, India

2019 - 2021

INTERESTS & HOBBIES

UX Design Community: Active participant in online UX forums and communities, following industry trends and best practices.

Digital 3D mentoring: mentoring upcoming beginner 3D artists, fostering a keen eye for visual aesthetics.

Game Design: Passionate about understanding user experiences in interactive environments, applying these insights to UX design.

Volunteer Work: Contributing to local community projects, demonstrating a commitment to social responsibility.

Work related certificate

Google UX DESIGN CERTIFICATE (2023)

Tools:

Figma, adobe XD, Photoshop, Illustrator, InDesign, Premier pro, Axure rp,
CMS WordPress, Framer / Web flow, Mural / Miro / Figma, HTML / CSS / 3JS / JavaScript

Skills:

Product design, UX and UI Design, User research, User Personas & Journeys,
Usability testing, User centred design, Design thinking, Interaction design, Prototyping,
Stakeholder management, Data visualisation, Product strategy, Product management.

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>

Personal Website ----- <https://dedrox2k.github.io/dedrox/index.html>

Artstation 3D ----- <https://www.artstation.com/raghavprasanna>