Ashish Panika

Ui/Ux designer
Graphic designer

Education

B.Tech | Information Technology
Gyan Ganga Institute Of Technology And Sciences
July | 2021

Interests

Chess, Flute Player, Reading, Critical Thinking

Languages

English (Communicable)
Hindi (Proficient)

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- **Graphic designer (intern)**
  Think Of It Foundation | Pune (Remote) Jan 2024 Jul 2024
  - Responsibility to design letterhead for political constituency.
  - Design creatives for their social media handles.
  - Design posters for their E-commerce website

"My ability to blend creativity with practicality. I'm skilled at translating complex ideas into intuitive, user-centered designs while maintaining a clear focus on the project goals. I'm committed to staying updated with design trends and best practices, which allows me to bring fresh perspectives and innovative ideas to the table"

• Core Skills:

- Typography • Java Script • HTML • CSS • Adobe Creative Suite
- Creative design • Figma

• Work History:

Ui/Ux designer (intern)   *Bengaluru(Remote)*

E-Learning Platform Project | [Zidio Development] | [17 april 2025 – 20 may 2025]

Key Responsibilities:

- Conducted user research and created personas to identify user needs and behaviors.
- Designed user flows and wireframes for core modules including course browsing, quiz interactions, and dashboards.
- Built interactive prototypes in Figma for usability testing and team presentations.
- Collaborated with developers and content teams to ensure design consistency and implementation.
- Contributed to a scalable UI kit and helped maintain design system documentation.
- Participated in sprint planning, design reviews, and cross-functional collaboration.

Key Achievements:

- Improved user task flow efficiency by 35% through a redesigned course navigation interface.
- Increased quiz completion rates by 28% by simplifying the UI and enhancing CTA visibility.
- Enhanced engagement metrics with the design of a gamified progress tracker.
- Conducted usability testing with 20+ users and iterated designs based on actionable feedback.
- Reduced design-to-development handoff errors by standardizing components and using developer-friendly tools.

Task Manager | [Zidio Development] | [21 may 2025 – 11 july 2025]

Key Responsibilities:

- Conducted user research interviews and surveys to understand pain points of project managers and team leads.
- Designed user flows, wireframes, and task interaction models for dashboard, task board (Kanban), and calendar views.
- Created high-fidelity prototypes in Figma to showcase features like task assignment, priority tagging, and status updates.
- Collaborated closely with developers and product managers to align design and functionality.
- Designed responsive layouts for web and mobile platforms to ensure accessibility across devices.
- Contributed to the design system, maintaining visual consistency and reusable components.

Key Achievements:

- Improved task creation flow, reducing steps by 30% and increasing efficiency for end users.
- Boosted daily active usage by 25% by redesigning the dashboard for better usability and visual hierarchy.
- Enhanced clarity in team collaboration features, resulting in a 20% increase in task completion rates.