Taksha Waware

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Professional Summary

UI/UX Designer with hands-on experience from personal design projects and UX case studies. I have worked on user research, wireframing, prototyping, and usability testing for mobile and web app concepts using Figma. I like breaking down real user problems and turning insights into simple, usable design solutions. I am looking for an entry-level UI/UX role where I can continue learning and contribute to meaningful product experiences.

Education

Yeshwantrao Chavan College of Engineering, Nagpur   2020-2024

Bachelor of Technology in Electronics and Telecommunication

Experience

UI/UX Designer - Swayam App (Personal Project)   June 2025 - July 2025

- Conducted UX research using Play Store review analysis, surveys, and usability testing with 50+ users to identify navigation, course discovery, and course resumption issues.
- Identified that many users struggled to discover relevant courses due to unclear categorization and limited filtering options.
- Redesigned homepage layout and navigation flow, reducing the number of steps required to find and enroll in a course by 35%.
- Created wireframes and interactive prototypes in Figma, improving visual hierarchy, accessibility, and onboarding through profession-based personalization.
- Improved task completion and reduced user drop-offs through multiple design iterations based on user feedback.
- Tested final prototypes with users to validate design decisions and improve the overall course resumption experience.

Internshala Trainings

UI/UX Designer – TasteTribe Recipe App   December 2024 - May 2025

- Conducted user research through surveys (50 responses) and user interviews (5 participants) to understand challenges in recipe organization, grocery planning, and hands-free cooking.
- Analyzed research insights to understand user preferences around hands-free cooking, recipe sharing with personal stories, and difficulty tracking steps while multitasking.
- Designed user flows, wireframes, and interactive prototypes in Figma to improve usability, accessibility, and onboarding experience.
- Introduced features such as grocery list integration, recipe playlists, auto-progression of steps, language preferences, and personalized recommendations.
- Improved usability and overall user satisfaction through iterative testing and continuous design refinements.

Skills

- User Research (Surveys, Interviews, Review Analysis), Wireframing & Low/High-Fidelity Prototyping, Usability Testing & Feedback Analysis, Information Architecture, User Flows & Journey Mapping, Interaction Design & Visual Design.
- **Design Tool:** Figma.

Certification

- Attended 5 days the Catalyst: UX Sprint by Designare, strengthening skills in UX research, problem-solving, wireframing, and rapid design execution.