

# Dishant Kumar

## UI/UX Designer

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🌐 [Portfolio Website](#)

I'm seeking a UI/UX Designer & Developer role with a reputable organization to further develop my skills and grow professionally. With over two years of experience in 3D animation, I bring a unique perspective to design, focusing on creating intuitive, user-centered digital experiences. I'm excited to apply my creative and technical expertise to contribute to innovative projects.

## Academic Projects

### ● Pet Adoption & Product Selling App (Tail Trove UX Case Study)

- Tail Trove connects stray animals with homes but adoption challenges and the need For more support through donations and fundraising persist.
- Conducted user research to understand needs and behaviors.
- Created user personas, wireframes, and prototypes.
- Designed user flows and navigation.
- Ensured a seamless and intuitive user experience.
- Conducted usability testing and analyzed feedback.
- Ensured accessibility and consistency across platforms.

### ● PhoolBox (UX Case Study)

- PhoolBox is a mobile application with its main function of helping clients fulfil their needs of decorative flowers by providing fresh flowers with their life-cycle increased.
- Performed user research to gain insights into user needs and behaviors.
- Developed user personas, wireframes, and interactive prototypes.
- Designed intuitive user flows and optimized navigation.
- Focused on delivering a seamless and user-friendly experience.
- Carried out usability testing and incorporated feedback for improvements.
- Maintained accessibility standards and ensured design consistency across platforms.

## Skills

### ● UX Design

- User Research
- User Flow
- Wireframing
- User Flow
- Prototyping
- Design System
- UI Design

### ● Visual Design

- Illustrations
- 3D Animation
- Video Editing
- 3D Modelling
- Motion Graphics

### ● Development

- HTML
- CSS
- JavaScript

## Experience

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- **Senior Associate 3D Artist, PW (Physics Wallah)** DEC 2022 - Present
  - Lead the 3D team in creating high-quality assets, animations, and environments that meet technical and creative standards.
  - Ensure projects are delivered on time and meet the quality benchmarks.
  - Review and approve 3D work before final delivery.
- **Junior 3D Animator, Technicolor Creative Studios** APR 2022 - NOV 2022
  - Develop animations that match the project's style and narrative.
  - Use reference materials and animation principles to enhance the quality of animation.
  - Maintain uniformity in animation style and quality across scenes.

## Academic Details

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- **Google UX Design Professional Certificate (Coursera)** 2024
- **Diploma in 3D Animation, VFX and Graphic Design (MAAC)** 2019 - 2022
- **Bachelor of Commerce (B.com)** 2018 - 2021  
University of Delhi
- **Masters in Computer Applications (MCA) (Currently Pursuing)** 2025 - Present  
Amity University