

# Geo Jeffrey

Student / UX Designer

## EDUCATION

### Bachelor of Science in Computer Science and Mathematics

Christ (deemed to be university) Bangalore, India

June 2023 - Present

### Google UX Design Certification

Coursera Professional Certificate

April 2025 - May 2025

- Relevant coursework in UI/UX Design.

## WORK EXPERIENCE

### Prodigy Infotech

#### Web Development

April 2024 - May 2024

- Developed and maintained web pages using HTML, CSS, and JavaScript.
- Learned about frontend and backend integration.
- Built responsive layouts for mobile and desktop devices
- Utilized Git and GitHub for version control and team collaboration.

## PROJECTS

### Trendly – Fashion Shopping Mobile App (UI/UX Case Study)

- Designed a mobile fashion app integrating short-form video (like Reels/TikTok) to enable seamless discovery and purchase of trending styles.
- Identified user pain points through research and crafted a unified shopping experience via the "Trend" feature, merging content and commerce.
- Developed empathy maps, wireframes, interactive prototypes, and final UI using Figma and Miro, ensuring intuitive user flow and visual consistency.
- Delivered an end-to-end UX case study, highlighting research, ideation, usability testing, and a high-fidelity design solution.

### Loopify – A Minimalist Lo-Fi Music Player (UI/UX Case Study)

- Designed and prototyped a minimalist lo-fi music app focused on relaxation and focus, with curated playlists and seamless playback.
- Created a distraction-free interface using calming visuals, intuitive navigation, and clean UI/UX tailored for mental wellness and user comfort.
- Optimized usability for target users like students and creators by emphasizing smooth interactions and a serene audio experience.

## CONTACT

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<https://www.behance.net/geojeffrey1>

<https://github.com/GeoJeffrey>

## SKILLS

### Hard Skills:

- Wireframing (Advanced)
- Prototyping (Experienced)
- Usability Testing
- Interaction Design
- User Interface Design
- Product Design

### Technical Skills

- User Research & Requirements Analysis
- Usability Testing
- Adaptive Path Model (Experience Mapping)
- Persona Creation & Journey Mapping

### Tools/Software

- Figma
- Adobe Photoshop

### Short Courses

- Foundations of User Experience (UX) Design
- Start the UX Design Process: Empathize, Define, and Ideate
- Build Wireframes and Low-Fidelity Prototypes
- Conduct UX Research and Test Early Concepts
- Create High-Fidelity Designs and Prototypes in Figma
- Build Dynamic User Interfaces (UI) for Websites
- Design a User Experience for Social Good & Prepare for Jobs