



Gopala Krishna Reddy Dukka

Sr. UX/UI Designer

Contact
(888) - 629- 4848

Email
dukka.cua@gmail.com

Education
B.E in Computer Science & Technology

Certifications
 

Portfolio

Case studies & Visual Designs
<https://hi-dukka.github.io/Design/>

Dribbble
[stagontherocks](#)

Skills

User research User Interviews Personas

Information Architecture Competitive Analysis

Heuristic Analysis Task Flows Wireframes

Visual design Usability Testing

Prototyping Interaction design

Motion Design Data Visualization

Vibe Coding

Tools

Figma  •••••

Sketch  •••••

Miro  •••••

Adobe Creative Cloud  •••••

Summary

As an certified User Experience Designer with 16 years of industry expertise, successfully created user-friendly and visually captivating interfaces for both web, mobile and desktop applications. My experience includes user research, wireframes, prototypes, and collaborating with cross-functional teams. I am highly skilled in crafting engaging designs that cater to the needs of clients and end-users.

Apart from my technical abilities, I possess a solid comprehension of present design patterns and the best practices in the industry. I keep myself updated with the most recent design tools and technologies, enabling me to produce innovative designs that are visually appealing and practical. With a strong inclination towards problem-solving and a dedication to providing outstanding user experiences, I am confident in my capability to contribute to any UX design venture. My diverse range of skills, meticulousness, and fervor for user-centered design make me an exemplary candidate for any UX designer position.

Experience

• STARR Companies

Senior User Experience Designer (Technical Analyst) • Jan 2025 - Till Date

- Working on Insurance-based SaaS applications, improving efficiency across underwriting, claims processing, and internal operational workflows.
- Conducting workflow analysis and mapping multi-team user interactions to simplify task paths and remove friction points.
- Creating low-fidelity wireframes using Balsamiq to validate ideas quickly with business users before committing to design direction.
- Delivering polished UI, component layouts, and interaction behaviors in Figma, ensuring design clarity and development-ready output.
- Building a scalable Design System in Figma with reusable components, structured using design tokens for color, spacing, grid, and typography.

• Subaru of New England, USA

User Experience (UX Designer) Architect • Jan 2024 - Jan 2025

- Operated as the only UX lead on the project, responsible for complete experience ownership — research → strategy → design → delivery.
- Led digital transformation of a legacy internal platform, modernizing workflows, visual hierarchy, and system usability across business functions.
- Visited dealers and observed real usage behaviors to understand workflow and surface firsthand user needs.
- Conducted qualitative discovery, including stakeholder interviews, contextual inquiries, and process observation to understand friction + behavior patterns.
- Performed deep requirement analysis and translated findings into clear workflows, information architecture, and user journey narratives.
- Created high-fidelity UI and interaction screens using Figma, ensuring modern, scalable, and business-aligned product experience decisions.
- Built a scalable Figma Design System using component libraries, variables, and design tokens to streamline future expansion and UI consistency.
- Collaborated with onsite and offshore engineering teams to align implementation details, clarify interaction intent, and ensure delivery consistency.
- Worked within Agile, participating in sprint discussions, grooming sessions, demos, and iterative refinement loops.

• Evoke Technologies, India/USA/Australia

UX Manager • Jul 2019 - Jan 2024

- Served as UX Lead overseeing multiple enterprise product engagements, including CSC Global, Clopay, Rita's, and Bristol Myers Squibb, driving product direction across discovery, design, and implementation.
- Introduced Figma organization-wide, trained designers, standardized workflow practices, and established a shared ecosystem of components, variables, and design tokens.
- Defined UX process framework — research intake → usability evaluation → workflow mapping → high-fidelity prototyping — improving clarity, collaboration, and delivery speed across teams.
- Built and governed a central Figma Design System, including reusable components, interaction patterns, token-based styling, and accessibility-aligned specifications for scalable product development.
- Led end-to-end research strategy, including usability studies, journey mapping, behavior observation, and data-guided insight analysis to influence design direction and prioritization.
- Partnered with engineering, business, and product leadership to align UX outcomes with business goals, feature roadmaps, and technical feasibility within Agile development cycles.
- Mentored and coached designers, fostering growth, elevating critique quality, encouraging experimentation, and improving UX maturity across the department.
- Delivered product improvements resulting in higher adoption, reduced UX friction, and improved task efficiency across SaaS and enterprise client solutions.



Gopala Krishna Reddy Dukka Sr. UX/UI Designer

- Contact
(888) - 629- 4848
- Email
dukka.cua@gmail.com
- Education
B.E in Computer Science & Technology
- Certifications

Portfolio

- Case studies & Visual Designs
<https://hi-dukka.github.io/Design/>
- Dribbble
[stagontherocks](#)

- **Shell Technology Center, USA**
Senior User Experience Designer • Aug 2018 - Jun 2019
 - Visited field sites and observed real usage behaviors to understand workflow, constraints, environment, and user needs.
 - Assisted researchers with data synthesis, translating findings into user journeys, task patterns, and mapping problem areas.
 - Designed mobile and handheld application experiences following Human Interface Guidelines for clarity, readability, and reachability. Created UI layouts, modular components, and flow screens using Sketch, enabling scalable design reuse.
 - Ran whiteboarding sessions for ideation, decision alignment, and rapid solution visualization with stakeholders and field teams.
 - Built and tested prototypes with end users to validate navigation simplicity, touch targets, and interaction clarity. Provided structured design handoff for engineering implementation and supported UI behavior clarification during build.
- **Ernst & Young, USA**
UX/UI Designer • Jun 2016 - Jun 2018
 - Contributed to the development of 508-compliant designs, ensuring digital solutions adhered to accessibility standards.
 - Collaborated with Scrum teams to deliver wireframes, task flows, and interaction designs using Figma and Adobe XD.
 - Participated in Agile sprints, working closely with cross-functional teams to ensure timely delivery of UX/UI design deliverables.
 - Led usability testing and heuristic evaluations, ensuring that the final designs addressed key user pain points and accessibility concerns
- **Hexagon AB, India**
User Experience (UX) Consultant • Sep 2014 - Mar 2016
 - Worked across engineering and product teams to translate technical requirements into structured experience flows and interaction models.
 - Conducted requirement discovery and domain understanding sessions to align UX direction with enterprise product objectives.
 - Created wireframes, task flows, and UI design concepts to support complex user operations within Hexagon's geospatial and engineering solutions.
 - Designed high-fidelity interfaces using Sketch and Adobe XD, ensuring visual clarity, usability and scalable interaction patterns.
 - Defined user journeys and functional interaction states to guide developers in implementation planning.
 - Collaborated closely with engineers to refine usability, verify design feasibility, and ensure interface behavior matched intended flow.
 - Participated in iterative reviews, incorporating feedback into UI improvements, layout revisions, and feature enhancements.
- **Cognizant // Microsoft, India**
Associate Projects (UX & UI Designer) • May 2012 - Aug 2014
 - Designed Visio stencils, shape libraries, and pre-configured templates used by millions of users globally — one of the most high-impact deliverables in your career.
 - Collaborated with SMEs, product owners, and legal compliance teams to ensure shape accuracy, domain correctness, and compliance-safe usage.
 - Created visually refined stencil sets using Adobe Photoshop & Illustrator for pixel-sharp rendering, clean geometry, and scalable vector precision.
 - Defined template behaviours, connector logic, metadata attributes, and component grouping rules to support drag-and-drop efficiency.
 - Established visual consistency guidelines — icon weights, label style, anchor points, stroke thickness, and snap behaviour — for stencil families to scale over future releases.
 - Conducted internal review cycles, refining interaction feedback and usability alignment for faster diagram creation and improved end-user clarity.
- **Pyramid SoftSol, India**
Senior UI / Visual Designer • Apr 2011 - Apr 2012
 - Designed web application interfaces and marketing sites with a strong emphasis on layout clarity, visual hierarchy, and brand alignment.
 - Created UI mockups, visual assets, icons, and page graphics using Adobe Photoshop for high-quality presentation and visual polish.
 - Developed interactive elements and animated UI components using Adobe Flash, enhancing engagement and user experience.
 - Built and maintained web page structures using Dreamweaver, ensuring clean asset deployment and visual consistency across screens.
 - Collaborated with development teams by supplying production-ready assets, style references, and optimized graphics for implementation.
 - Contributed to early UX thinking through layout planning and UI approach discussions with business and engineering.



Gopala Krishna Reddy Dukka

Sr. UX/UI Designer

- Contact
(888) - 629- 4848
- Email
dukka.cua@gmail.com
- Education
B.E in Computer Science & Technology
- Certifications
 

Portfolio

- Case studies & Visual Designs
<https://hi-dukka.github.io/Design/>
- Dribbble
[stagontherocks](#)

• **Pixelloid, India**

Motion Graphic Designer • Nov 2010 - Mar 2011

- Designed motion graphics and animated sequences for feature films, titles, transitions, and presentation reels.
- Created high-impact visual frames, textures, lighting treatments, and cinematic compositions using Adobe Photoshop and After Effects.
- Developed branding elements and presentation graphics supporting studio identity and promotional campaigns.
- Built storyboards to define motion timing, visual flow, and animation behaviour for production teams.
- Delivered web-ready creative assets and promotional layouts using Dreamweaver, maintaining brand consistency across media formats.

• **Gaians Solutions, India**

Interaction and Visual Designer • Nov 2006 - Dec 2008

- Designed interfaces for IPTV applications across multiple set-top box platforms, optimizing layouts for TV-based navigation and remote-control interaction patterns.
- Created visual themes, screen flows, and component behaviors tailored for large-screen readability and 10-foot UI usability.
- Developed branding assets, digital collateral, and product marketing visuals using Adobe Photoshop, Illustrator and Flash.
- Designed companion application websites and promotional pages to support IPTV product releases and ecosystem awareness.
- Collaborated with engineering teams to ensure interaction logic, asset specifications, and motion cues were implemented accurately.
- Contributed to early interaction models, focus navigation mapping, and visual style guides that supported cross-platform scalability

• **SandSoft, India**

Web Designer • Jun 2005 - Oct 2006

- Designed static and interactive websites using Adobe Photoshop, Flash, and Dreamweaver, ensuring visually consistent layouts and a smooth browsing experience.
- Developed page layouts, graphic assets, and interface treatments optimized for clarity, readability, and visual appeal.
- Built and maintained web pages using HTML, exporting and slicing UI assets for a development-ready structure.
- Created icons, banners, and marketing visuals to support brand identity and web presence.
- Collaborated with developers to integrate assets efficiently and ensure the final output matched visual expectations.

Achievements

- Promoted to Lead UX/UI Designer and later to Manager in recognition of consistent performance in managing teams and delivering exceptional project outcomes.
- Received "Achiever of the Quarter - Q1, 2023" in 2023. One of the prestigious award in the company for strong UX ownership and showcasing stellar productivity.
- Successfully closed a high-stakes sale by visiting and pitching to a client in Australia, securing a major contract for the company.
- Designed shapes for Microsoft Visio, which were published and utilized by users worldwide, contributing to the success of the product.