

# JAYANTH KOTAPATI

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

## OBJECTIVE:

Highly motivated and enthusiastic Computer Science graduate seeking to leverage my technical skills and designing skills in UI/UX using tool Figma within a dynamic organization. I aim to contribute to the development of innovative solutions while continuously expanding my knowledge and enhancing my problem-solving abilities and designing abilities.

## EDUCATION:

### Bachelor of Computer Science (CSE)

Eluru College of Engineering and Technology | **Grade:** 7.07 C.G.P.A

2020 - 2024

### Intermediate (M.P.C)

Vidya Vikas Junior College | **Grade:** 7.00 C.G.P.A

2018 - 2020

### S.S.C

Vidya Vikas High School | **Grade:** 9.2 C.G.P.A

2017 - 2018

## SKILLS:

- **Web Designing: UI/UX-** (Tool used-Figma, Wireframing, Prototyping, Visual UI, Usability Testing).
- **Front-End Technology:** Basics of HTML and CSS.
- **Editing and Design:** Adobe Photoshop, Canva.
- **Soft Skills:** Adaptability, Strong Communication, Teamwork

## INTERSHIPS:

### Cloud Computing with AWS | Eduskills.com

- Gained foundational knowledge in AWS cloud services and their applications.
- Gained knowledge in AWS cloud services in cloud architecting.
- Gained Basic knowledge in cloud architecting services.
- Gained foundational knowledge in machine learning.
- [View certificate](#)

### Cybersecurity with Kali Linux from | OneStop.com

- Hands-on experience in cybersecurity fundamentals, penetration testing, and system security using Kali Linux.
- Penetration testing where it identifies security flaws, test security policies and defence mechanisms.
- System security it ensures the confidentiality, integrity and availability of system resources.

## ACADEMIC PROJECTS:

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### Machine Learning Techniques for Detection of Malware Application

- Built a CNN model to detect malware in Android applications, ensuring data security.
- Developed a user-friendly system to assist in malware detection for mobile applications.
- Employed Python and machine learning libraries to analyze and classify malicious applications.

## PROJECT:

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### UI/UX PROJECT: Comfort Wear (E-Commerce Website)

Role: UI/UX Designer.

Tools: Figma.

Platform: Mobile

Description:

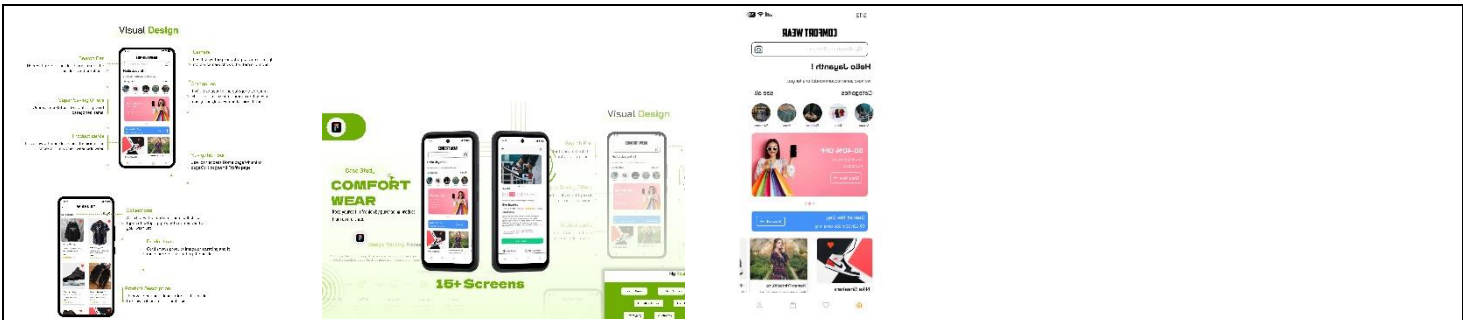
- “Comfort Wear” is a modern E-commerce clothing platform focused on user comfort and effortless browsing. It emphasizes minimal UI, smooth navigation, and consistent branding to enhance user trust and engagement.
- Led end-to-end design of a fashion-focused e-commerce app aimed at improving user experience through simplified navigation and personalized shopping flows.
- Conducted extensive user research (interviews, surveys, empathy mapping) to identify key pain points in existing e-commerce platforms.
- Defined problem and goal statements; created user personas, journey maps, and task flows.
- Designed 15+ high-fidelity mobile screens with features like image-based search, dynamic product cards, and streamlined checkout.
- Implemented usability testing and iterative feedback cycles to optimize interface clarity and accessibility.

Outcomes:

- Improved user satisfaction, reduced cognitive load, and enhanced user engagement through an intuitive, minimalist design system.

Case Study: [View on Behance](#)

Prototype: [View on Figma](#)



## STRENGTHS

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- Eager to learn and adapt to new technologies.
- Self-motivated with a strong passion for problem-solving.
- Actively involved in volunteering and community services.

Excellent communication and teamwork abilities.

## REWARDS & ACHIEVEMENTS

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- I have been creative member in college for designing college magazine until three magazines published.
- Rewarded by college chairmen for publishing and designing college magazine.
- I have created posters for college farewell function.