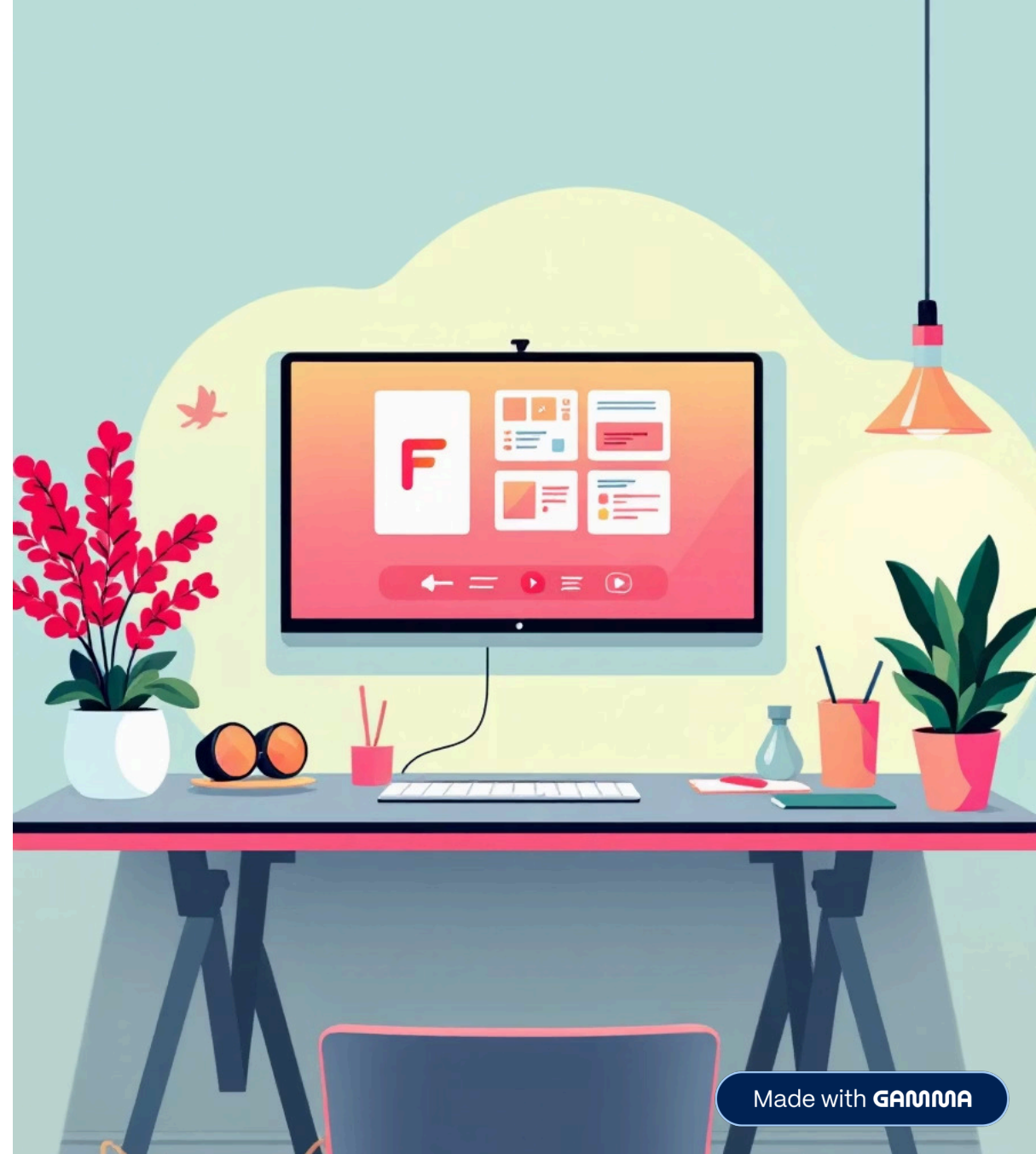


UI/UX DESIGN

From Research to Portfolio
3 to 4 Month Complete
Training

Design. Prototype. Test. Launch.

by Trivikra Tech



Brochure Structure (Sections & Content)

Cover Slide

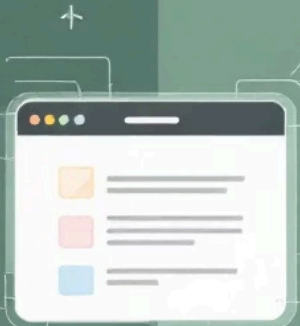
- Title: "UI/UX DESIGN – Professional MNC Level"
- Subtitle: "From Research to Portfolio — 3–4 Month Complete Training"
- Add visuals of Figma screens or abstract UX/UI shapes.
- Include tagline: "Design. Prototype. Test. Launch."
- Add logo placeholder for "UI UX Cloud"

UI/UX Design Program

Form a UI/UX design program if that reconfiguration
or rebranding and more into the final design con-
cepts for a sleek, modern, and user-friendly design.

100+

Users for design missions



- Clear UI/UX and
afternoon design
- Master at UXing on de-
signer's and designer's
- While alone re-
sults in new hood
- Design and use design
reproduction for design
- Learn for design

Design Program in details

Design to user stories

Users

How much design development

Creating UX needed design time,
prioritizing on mobile device.

Designing

Each design, color, text, and icon are a design
element. A good design is a good design. A good
design is a good design. A good design is a good
design.

Design?

UI/UX design is a design that is based on the
design and the user's experience. A good design
is a good design. A good design is a good
design.

Design is a design that is based on the
design and the user's experience. A good design
is a good design. A good design is a good
design.

Adapted for UI/UX Design

- People use
UI/UX is a design that is based on the
design and the user's experience. A good design
is a good design. A good design is a good
design.
- This is a design that is based on the
design and the user's experience. A good design
is a good design. A good design is a good
design.

Response of design?

- To be a design that is based on the
design and the user's experience. A good design
is a good design. A good design is a good
design.
- A design that is based on the
design and the user's experience. A good design
is a good design. A good design is a good
design.

◆ Section 1: About the Program

Duration: 3–4 Months

Format: Live + Project-
Based Learning

Goal: Research → Wireframe → UI Design →
Prototyping → Case Studies → Portfolio

Short Description:

A professional-grade program built for beginners and career switchers to learn UI/UX Design from scratch. Covers everything from research to creating real-world design systems and portfolios used by MNC-level designers.

◆ Section 2: Tools You'll Learn

Beginner Tools:

- Figma – UI Design & Prototyping
- FigJam – User Flow, Journey Mapping
- ChatGPT – UX Writing & Idea Support
- Google Forms – User Surveys
- Notion – Project Documentation

Industry / Intermediate Tools:

- Reddy.AI – Prompt Base Web-sites
- Smart Mockups – Portfolio Presentation
- Protopie / Framer – Micro Animations
- Figma- design to Live website
- Zeplin / Figma Inspect – Developer Handoff

◆ Section 3: Course Curriculum

1

UI & UX Foundations

- What is UI, UX & Product Design
- Human-Centered Design
- Design Thinking (5 Steps)
- User Psychology

Tools: Figma, FigJam

2

UX Research

- User Interviews, Online Surveys
- Market & Competitor Analysis
- Persona + Empathy Mapping
- Journey Maps & Problem Statements

Deliverables: Research Report + Persona + Journey Map

3

Information Architecture

- Task Flows & Sitemaps
- Screen Prioritization & App Structure

Tools: Miro / Whimsical

4

Wireframing

- Low + Mid Fidelity Wireframes
- Layout Grids & Form Design

Course Curriculum (Continued)

01

UI Visual Design

- Colors, Typography, Icons
- Components, Shadows, Accessibility

02

Figma Advanced

- Auto Layout, Variants, Styles, Tokens
- Design System Creation

03

Prototyping & Interaction

- Clickable Prototypes, Micro-interactions
- Usability Testing & Refinement

04

UX Writing

- Microcopy, Error Text, Tone & Voice

05

Portfolio & Career Prep

- Case Studies (Behance Format)
- Resume & LinkedIn Optimization
- Client Presentation Skills & Freelancing

◆ Section 4: Final Outcomes



✓ 1 Mobile App UI/UX
Capstone Project



✓ 1 Web UI Design Project



✓ 3 Behance Case Studies



✓ Portfolio Website or Behance Profile



✓ Job & Interview Preparation



◆ Section 5: Career Opportunities

After completing this program, students can work as:

- ✓ UI/UX Designer
- ✓ Product Designer
- ✓ UX Researcher
- ✓ UI Designer
- ✓ Freelance Designer

"Graduate with real projects and a job-ready portfolio that stands out in MNC interviews."

◆ Section 6: Why Choose UI UX Cloud



Learn from Industry Experts



100% Practical & Case Study-Based Training



Real Industry Tools (Figma, Maze, Protopie)



Placement & Freelance Guidance



Personal Mentorship Support



◆ Section 7: Call to Action

Join the Next Batch — Limited Seats

Apply Now

Book a Free Counselling Session

- Contact no: +91 8329200778
- Website: www.trivikratech.com
- Email: info@trivikratech.com

✨ Design & Tone Instructions

Keep tone:
Professional,
Motivational,
Student-Friendly

Visual style: Clean,
Modern,
Neumorphic
Shadows

Layout: Horizontal
Brochure / Slide
Style

Add icons for each section and short, scannable text

Use Figma-style mockups, device frames, and gradient overlays for visuals