

MANOJ INAMANAMELLURI

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CAREER OBJECTIVE:

Dedicated UI/UX Designer with a passion for creating intuitive and visually stunning user experiences. Seeking to utilize my skills in design thinking, user research, and prototyping to contribute to the development of innovative digital products that delight users and drive business success. Committed to staying abreast of industry trends and emerging technologies to continuously enhance my design capabilities.

PROFESSIONAL SUMMARY:

- ✦ Hand on experience in UI/UX Design using Figma, Adobe XD.
- ✦ Mobile application development using Flutter Framework.
- ✦ Extensively used JavaScript, HTML, and CSS for UI development.

LINKS:

- ✦ **BEHANCE:** www.behance.net/manojmanoj61
- ✦ **GITHUB:** github.com/Manoj-880

TECHNICAL SKILLS:

- ✦ **Languages:** HTML, CSS, JavaScript, Dart
- ✦ **Frameworks:** Flutter
- ✦ **Database:** SQLITE
- ✦ **IDE/Tools:** Figma, Adobe XD, Adobe Photoshop, VS Code
- ✦ **Others:** REST API, GitHub

EXPERIENCE:

Freedom, Banashankari, Bangalore – *Relationship Manager* Mar 2022 - Jun 2022

My role is to explain the uses of Freedom mobile app and guide customers in purchasing a Subscription plan.

S&M Scholarly Solutions, Punjagutta, Hyderabad – *UI/UX Designer* Aug 2022 - Present

My role is a multifaceted one that involves designing mobile and web applications, Solving UX problems, working as a UI developer for web applications, and providing support for Flutter mobile applications development.

PROJECTS:

JagBandhu – Connecting People Nov 2022 - Present

- Designed a customer application for adding events, inviting friends and family, and sharing photos and albums.
- Implemented a feature for building family trees and viewing others.
- Incorporated a color pallet to create an emotional, party-like atmosphere.
- Enabled the purchase of invitation cards from the JagBandhu providers.
- Designed and prototyped user interface screens using FIGMA.

Feed Care Fear – Organizations Platform

Nov 2022 - Jan 2023

- Designed a web application.
- Designed user interfaces using FIGMA.
- Implemented color pallet to create a positive feeling.
- Created limited screens to allow efficient navigation.
- Designed a platform for organizations to post activities and announcements.
- Enabled group posts and group chat features.

Nehwe – E Learning platform

Aug 2022 - Nov 2023

- Designed activity screens: Developed screens for different type of activities for each module like Multiple choice, Matching, identifying image, Reading sentence etc.,
- Created application UI: Developed an attractive UI for the application including splash screen with animation, Color palate to give gaming and encouragement feel and modern features such as adding buddies, having challenges, earning coins.
- Constructed a Prototype: Built a complete prototype for the application in FIGMA.

EDUCATION:

Bachelors of Technology, Mechanical Engineering
PRIST University, Thanjavur, India

Aus 2022