

SIRANJEEVI J

Product Designer | UI/UX Designer

EDUCATION

BE (CSE) | Jul 2012 - Apr 2016

Angel college of Engineering and Technology, Tirupur.

HSC, SSLS | Mar 2010 - Mar 2012

Nanjappa Boys Higher Secondary School, Tirupur.

SKILLS

Software

Adobe XD

Figma

Sketch

Photoshop

Illustrator

After Effect

3ds Max

Zbrush

Blender

Unity

Unreal Engine

Design

Design Research

Design Strategy

User Interface

Web Design

Service Design

Story Telling

Scenario Design

System Design

Prototyping

Video Editing

3D Modeling

Programming

Augmented Reality

Virtual Reality

Mixed Reality

HTML / CSS

Others

Business Strategy

Digital Marketing

Drawing / Art & Craft

Model Making

AWARDS

Best of Android UI in January 2018

Won a Gold badge for the Weather App Challenge on UPLABS.

Won 2nd Prize in Cloud Gaming

won second place for a paper on cloud gaming that was presented at the Erode Sengunthar Engineering College.


PORTFOLIO


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Behance : www.behance.net/siranjeevijs
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Uplabs : www.uplabs.com/siranjeevijs
- 

Dribbble : www.dribbble.com/siranjeevijs

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EXPERIENCE

Zaigo Infotech | Chennai

Senior UI/UX Designer

Developed a cross-platform field management system. Conducted research, created a target group persona, developed a brand strategy, and ran user tests. Delivered a comprehensive presentation.

All social media creatives and design-related services were managed and led.

WAT TO EAT | Malvern US

Product Designer

Plan, evaluate, and design the user interface and user experience for the website, tab, and mobile application for Wattoeat, among other things.

Received a certificate from the SWIGGY Team's UX Workshop for Food Applications.

RAZRATOR | Coimbatore

Lead UI/UX Designer

Responsible for developing the UI/UX of applications and websites as well as managing branding, market research, and advertising.

For customers MAX 4D, Mahindra Thar, ULTRA, and Encyclopedia, I developed AR, VR, and MR applications in Unity.

MINDNOTIX | Coimbatore

Junior UI/UX Developer

I developed UI elements for mobile applications and websites through animation and interaction design. I also wrote a book titled Design Thinking and conducted UI/UX research.

I contributed to the bootstrap front-end development of the website.

oversee research on the development of augmented reality and virtual reality.

Freelance

Graphic Designer, Motion Design, Video Editing

I've undertaken projects on my own as well as with agencies and design companies.

The focus of the work has primarily been on prototyping, interaction, motion design, and UI design.