






Deepansh Gulati

 [Github](#)  [Website](#)  [Mail](#)  [+91 890-191-0407](#)  [in linkedin](#)

EDUCATION

UPES

Bachelor of Design in Human-Computer Interaction

June 2024

Current GPA: 8.0/10.0

High School

Sacred Heart Convent School

Feb 2020

GPA: 7.0/10.0

SKILLS

UX Design: User Research (interviews, surveys, personas, journey maps), Information Architecture, Wireframing, Prototyping, Usability Testing & Feedback Loops, Interaction Design
Accessibility Principles (WCAG)

UI Design: Visual Design, Typography, Responsive Design, Design Systems & Components, High-Fidelity Prototyping, Microinteractions, UI Animation (basic with Figma/Framer)

Tools & Software: **Design:** Figma, Adobe XD, Photoshop, Illustrator

Collaboration: FigJam, Miro, Notion, Slack

Testing: Maze, Useberry

Others: Webflow, Framer, Trello, Jira

SOFT SKILLS

Empathy-Driven Design, Problem Solving, Critical Thinking
Clear Communication, Presentation Skills, Team Collaboration
Adaptability, Continuous Learning

PROFESSIONAL EXPERIENCE

Avataar | UX Research Intern

April 2024 – June 2024

- Research
- UX Design
- 3D

Nfinite | 3D Artist

Oct 2022 – Dec 2024

- High-Res Rendering
- 3D Modelling
- Visualisation

PROJECTS

UX Case Study | Research

- Conducted in-depth user research through research papers to assess the impact of immersive tech on emotional well-being.
- Mapped out user journeys and pain points to identify opportunities where XR could improve mindfulness, stress relief, and therapy accessibility.
- Presented the case study to peers and mentors; received constructive feedback and iterated on research to enhance usability and empathy-driven storytelling.

Visual UI Showcase | Web/Visual Design

- Created a carousel for a website.
- Created pixel-perfect mockups using Figma.
- Optimized for smooth animations and multiple resolutions.

Mobile App for [Problem Solved] | iOS/Android Mobile UX

- Designed a mobile-first experience with platform-specific patterns.
- Prototyped with Figma's Smart Animate; tested for thumb ergonomics.
- Ensured responsiveness and accessibility across screen sizes.

Form workflow [↗](#) | *Web UX*

- Designed complex dashboard layouts with data visualization and modular components.
- Defined interaction patterns for filters, sorting, and bulk actions.
- Used design tokens for consistency and future scalability.

Redesign: Airbus Homepage [↗](#) | *Design Sprint / Challenge*

- Redesigned Homepage of Airbus in 1 day as part of a timed challenge.
- Applied heuristic evaluation to identify usability gaps.
- Proposed a cleaner UI and improved user flows based on design principles.

Illustrations [↗](#) | *2D Graphics*

- Designed with WCAG guidelines in mind: contrast ratios, focus states, screen reader support.
- Conducted accessibility audits using Figma plugins and manual testing.
- Worked with devs to ensure semantic HTML and keyboard navigability.

Modular Design System [↗](#) | *UI Library / Tokens*

- Built scalable design system in Figma with typography, color, spacing, and components.
- Documented usage guidelines and created auto-layout variants.
- Enabled faster design handoff and consistent dev implementation.

CERTIFICATIONS

Google UX Design Specialisation | *Google*
Credentials [↗](#)

June 2022