

## SUMMARY

Creative and user-focused UX/UI Designer with hands-on experience designing mobile and web interfaces through Research-Driven processes and Visual Storytelling. Passionate about solving real-world problems through the Design Thinking Process.

## EDUCATION

- **B.Tech. in Electrical and Electronics Engineering, PES University, GPA: 8.65/10.0** Bengaluru, India  
*Courses: Computer Science, Linear Algebra, Research & Statistics* 2016-2020

## SKILLS

- **Hard Skills:** Figma, Sketch, User Research, Information Architecture, Usability Testing, A/B Testing, Accessibility, Task Flows, Design Thinking, HTML, CSS, JavaScript, Mockups, Agile, Git, Design System, Adobe XD, Google Workspace, User Flows, Interaction Design, Sitemaps, Typography, Color Theory, Wireframes, Heuristic Reviews, Design Tokens, Variables, Responsiveness, Prototype, Components and Variants.
- **Soft Skills:** User-Centered Research, Adaptive Learning & Innovation, Cross-Functional Teamwork, Visual Precision & Design Clarity, Strategic Thinking.

## PROFESSIONAL EXPERIENCE

- UI/UX Design Trainee, Internshala, Bengaluru, India** Mar 2025 - Aug 2025
  - Currently gaining hands-on experience in the complete UI/UX workflow, including user research, wireframing, prototyping, and usability testing using Figma.
  - Working on real-world projects that apply design thinking, visual hierarchy, and accessibility principles to create responsive interfaces.
- Freelance Designer, Independent consultant, Bengaluru, India** Jan 2024 - Dec 2024
  - Designed responsive real estate website and developed front-end code using HTML, CSS, and JavaScript to improve usability and performance.
  - Completed certifications in user experience and user research by Accenture, Udemy and Great Learning.
- Packaged App Development Analyst, Accenture, Bengaluru, India** Jan 2021 - Sep 2023
  - Developed and maintained responsive web interfaces using HTML, CSS, and JavaScript, contributing to enhanced user experience across enterprise applications.
  - Collaborated with cross-functional teams including UX designers, backend developers, and testers to implement front-end features, resolve UI bugs, and ensure design consistency.

## PROJECTS

- UX Case Study on Movie Recommendation App, Course Project, User Research,** Jun 2025 - Aug 2025
  - Maxovie was designed through extensive research, including surveys, interviews, user flows, information architecture and site maps, uncovering a demand for emotionally driven movie discovery backed by user personas and real-life user journeys.  
[View Case Study](#)
- Meaningful Social Media App UX Case Study, Course Project, UX Case Study,** Jul 2025 - Aug 2025
  - Designed a UX case study for a meaningful-purpose social media app focused on digital well-being, enabling users to interact with their first circle through private/public spaces, live calls, group discussions, and chat, while integrating time reminders and alarms to reduce distractions.  
[View Case Study](#)
- Grocery Delivery App UI Case Study, Course Project, Mobile App,** May 2025 - Jun 2025
  - Designed an intuitive and visually engaging UI case study for grocery delivery app aimed at fast, seamless shopping. Conducted user research, created wireframes, and developed a UI system in Figma. Focused on pain points like delivery clarity and spend analysis.  
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- Dream Visualizer App UI Case Study, Course Project, AI based,** Jul 2025 - Aug 2025
  - DreamSync is a concept mobile app that transforms your dreams into expressive digital stories using AI. Designed to support emotional well-being and self-reflection, the app features tools such as voice-based journaling, AI-generated art, and a personal gallery. I led the end-to-end UX/UI design using Figma, created a consistent design system, and created clear microcopy with the PACE framework to guide users through a calm, immersive experience.  
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