Nishchitha V A

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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.

Pacakged 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

UI UX Case Study on Movie Recommendation App, *Course Project, User Research*,   Apr 2025 - Jul 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](#)

Grocery Delivery App UI Case Study, *Course Project, Mobile App*,   Jun 2025 - Jul 2025
- Designed am 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.
- [View Case Study](#)

Dream Visualizer App UX Case Study, *Course Project, AI based*,   Aug 2025 - Aug 2025
- DreemSync 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.
- [View Case Study](#)

Scalable Design System, *Course Project, Design system*,   May 2025 - May 2025
- Created a modular, scalable design system replicating the Google Pay UI to ensure visual consistency, faster prototyping, and smooth developer handoff. The system includes 15+ reusable components, built using Auto Layout, variants, and design tokens in Figma to support responsive behavior and scalability across devices.
- [View Project](#)