

Niyog Narayanan A O

UI/UX Designer

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Professional Summary

Creative and detail-oriented **UI/UX Designer** with 1 year and 2 months of hands-on experience in **user research, interaction design, prototyping, and cross-platform design**. Strong foundation in **human-centred design**, usability principles, and **UX research methodologies**. Proficient in creating intuitive, accessible, and visually engaging digital experiences across **web and mobile platforms**. Adept at collaborating with cross-functional teams and translating user insights into scalable design systems. Seeking to leverage design thinking and research skills to contribute to impactful product experiences.

Projects

E-Commerce Web & Mobile Application 🔗

Designed a dual-platform e-commerce experience focused on simplicity and engagement. Developed high-fidelity prototypes for product pages, checkout flows, and admin dashboards—enhancing user flow, navigation, and operational efficiency.

Nova (Concept App) 🔗

Designed a mobile app for a Minecraft server that integrates community features, news, and user profiles. Focused on accessibility, onboarding flow, and interface consistency. Developed a full UI system and prototyped using Figma.

Tribble Tokes – Website Redesign 🔗

Redesigned the complete website for Tribble Tokes with a modern, user-focused approach. Implemented a clean visual aesthetic, new color scheme, and intuitive layout aligned with the brand's identity. Intentionally excluded the cart option to provoke curiosity and initiate deeper conversations with users—unlocking insights that shaped further iterations. Improved UX flow, CTA hierarchy, and brand consistency.

Mindor Tech 🔗

Designed Mindor Tech a new website with better ux and improved ui with custom-designed cards to showcase services provided by Mindor Tech. Smooth animations for better SEO and user flow design

House of baisa 🔗

House is an online clothing store. I redesigned their website, gave it a better layout and a new modern UI while maintaining their aesthetics. By doing this I improved the user experience and a better shopping experience online.

Student management system for institutions 🔗

Designed and developed a responsive web application for an educational institution to streamline administrative and academic operations. The platform includes an admin dashboard with full CRUD functionality for managing students, teachers, and courses. It also enables payment tracking and management. Teachers and students have dedicated portals to manage their respective activities, such as class schedules, course assignments, and personal information.

Professional Experience

UI/UX Designer, *Mindor Tech*

07/2025 – Present
Bangalore

- Created responsive design systems for client projects and internal tools.
- Delivered user-centred wireframes, UI kits, and style guides.
- Collaborated with developers to ensure pixel-perfect implementation.

UX Researcher & Operations Analyst, *Dreamloop.ai*

04/2024 – Present
Kochi, India

• Max2D (UX, Support & Community Experience, Product Operations)

Responded to user reviews and support queries across multiple platforms, resolving issues promptly and empathetically. Improved overall customer satisfaction and brand perception, increasing the Google Play Store rating from **2.0 to 3.0** by proactively addressing user concerns and implementing UX improvements.

Strengthened user engagement by managing community interactions on Discord and designing UX-aligned support flows. **Increased active user participation by 75%** through targeted community events, including **game jams**, which fostered collaboration and long-term retention.

Designed and shared visual content for **Max2D** Instagram, achieving high viewership and reinforcing brand communication.

Proposed and implemented data-driven **UI/UX enhancements** based on community feedback and support trend analysis, directly contributing to key **product updates** and improved **user retention metrics**.

Conducted app bug testing on Max2D's latest updates, identifying critical issues and ensuring a seamless user experience. Contributed to delivering a high-quality, stable product to end users through structured QA processes and UX validation.

• Hora App (Product Operations)

Contributed to the operational support of Hora, a horoscopic app, by ensuring daily functionality and assisting with feature delivery and content quality.

• NovelFM (Audiobook Production & Support)

Orchestrated end-to-end audiobook production processes for the NovelFM app, delivering 50+ audiobooks monthly and elevating platform content delivery to 99.9% availability, ensuring uninterrupted user access.

Designed and shared visual content for **NovelFM** Instagram, including reels that gained **11K+ views** and increased **profile visits by 15.3%**. Strengthened brand communication and visual consistency, contributing to higher audience engagement and reach.

Ensured consistency in audio quality and structure, enhancing the user's listening experience and retention.

Education

Bachelor's in Game Design, Chitkara University

Completed a comprehensive four-year program focused on game design, user experience, and interactive systems. Gained a strong foundation in UI/UX principles, visual storytelling, and digital product design, laying the groundwork for creating intuitive and engaging user experiences.

2019 – 2023

Punjab, India

Skills

UI/UX Tools

- Figma,
- Adobe XD,
- Photoshop,
- Illustrator,
- Premiere Pro

Design Areas

- Wireframing,
- Prototyping,
- UX Research,
- Interaction Design,
- Community-Driven UX,
- Site map.

Soft Skills

- Communication,
- Feedback Analysis,
- Collaboration,
- Problem-Solving,
- Teamwork.

Languages

- English
 - Hindi
- Malayalam
- Tamil