Pradhyumnaa G

Summary

I am a **UI/UX Designer** who aims to come up with interesting **design solutions** while putting the users **front and centre**.

Skills

UI/UX Design Tools, Wireframing, Rapid Prototyping, User Research Methods, Agile Methodologies, Interaction Design, Graphic Design.

Experience

MASKO (Renamed to ProcialApp) • **UI/UX Designer**

February 2021 – April 2021

- Tasked with redesigning a social platform which is being built to allow professionals from various fields network and create a community. View the Before and After of the Login Page.
- Responsibilities include Wireframing, Rapid Prototyping, Creating High-Fidelity Mockups using Figma.
- Expanded the design team from 1 member to 3 members and conducted the onboarding procedure which introduced them to the project and the design process followed.

PrecilyAI (DataNeuron) • **UI/UX Designer**

June 2021 – Present

- Designed and coordinated with the development team to build the https://dataneuron.ai/ website.
- Designed the UI and UX of the Automated Learning Platform which is being built to remove human-in-loop annotation from ML and AI Projects.
- Created Brochures and other Marketing collaterals for the Go To Market Strategy.
- Conducted UX Reviews and Interviews of the deployed platform to understand the interaction difficulties that the users are facing.

Education

BSc in Computer Science (User Experience Design) • **University of London**

Expected Graduation Date: April 2024

Tools

Project Management • **Trello, Confluence.**

Design • **Figma, MarvelApp, InVision, Adobe XD.**

User Research • **Usability Testing (Moderated and Unmoderated), Surveys, Interviews, A/B Testing, Concept Testing.**