

Pradhyumnaa G

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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.
- Conducted UX Reviews and Interviews of the deployed platform to understand the interaction and flow hurdles that the users are facing.
- Created Brochures and other Marketing collaterals for the Go To Market Strategy.

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.