

RAGHAVENDRA VERNEKAR

UX/UI DESIGNER



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<https://raghavendravernekar.vercel.app/>

Passionate designer with 12 years of experience. A specialist in ideas & minimalist in design. Originally from Dharwad, I did my undergraduate studies in Bachelor of Visual Art, Davangere. Experienced in UX/UI Design, I love designing functional user experiences that are simple yet elegant.



Proficiency in

DESIGN TOOLS



Adobe Photoshop CC



Adobe Illustrator CC



Adobe After Effects



Blender



Figma



Sketch



Framer



Axure RP



Understanding of UX/UI design

PRIMARY SKILLS

- Design Thinking
- Design Principles
- Problem Solving
- Product Design
- Interaction Design
- Heuristic Evaluation
- Usability Testing
- Creative Strategist
- Branding (Identity)



Knowledge of front-end development languages & frameworks

SECONDARY SKILLS



HTML 5



CSS 3



Bootstrap

- Designed application for Android smartphones, iOS & iPad. Deft in Website & UI Design, Wireframes, Prototyping, Web application designs, Brandings for internal and external and all visual aspects Mobile and Web Applications.
- Responsibilities include areas of design such as Wireframes, Mockups, Iconography, Illustrations, Typography, Color, Space, and texture.
- Designing the information architecture, task flows, and high-level prototypes. Translating concepts into illustrations, mockups, wireframes, user flows, site maps to effectively communicate interaction and design ideas.
- Designing and defining highly effective experience design strategies for clients to deliver measurable business outcomes.
- Facilitate client's product visions by researching, conceiving, wireframing, sketching, prototyping & mocking up user experiences for digital products.
- Transforming business/user needs into effective UI solutions. Conceptualizing & creating Customer Strategy and Digital Transformation projects.
- Present and defend design decisions. Design decisions are on the overall design roadmap as well as your own design thinking and fundamental principles (i.e. color theory, visual weight, etc.)
- Designing & delivering wireframes, user stories, user journeys & mockups optimized for a wide range of devices & interfaces.
- Adept in the latest versions of Figma, Sketch App, Photoshop, Illustrator, Axure RP, Adobe After Affects, PowerPoint & Ms-Office in both WINDOWS & MAC Operating Systems.