



Description:

Designed and developed an Do-Done(Time Management App)user interface using Figma, demonstrating a keen focus on user-centered design principles. Conducted comprehensive user research to inform the creation of an intuitive and engaging interface, and implemented responsive design for seamless cross-device experiences. Collaborated closely with cross-functional teams throughout the iterative design process, incorporating valuable feedback and maintaining visual design consistency through the development of a comprehensive design system. The project showcased my proficiency in wireframing, prototyping, and documentation, resulting in a successful handover to developers and contributing to an enhanced user experience for fitness enthusiasts.



































