Rashi Khandelwal

UI / UX Designer

As a Masters graduate in Animation and UI/UX design, I have a strong background in gaming industry animation and a commitment to transitioning my career to UI/UX design. With a well-developed skillset and a thirst for knowledge, I'm eager to apply my experience to this exciting field and further enhance my abilities to meet the needs of any organization.

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SKILLS

- UX Research
- UI Design
- Animation
- Graphic Design

LANGUAGES

English
Full Professional Proficiency

Hindi
Full Professional Proficiency

TOOLS

- Figma
- Adobe XD
- Adobe Illustrator
- Adobe Photoshop
- Adobe Indesign
- Adobe After Effect
- Maya

EDUCATION

MSC IT, Animation and VFX
Gujarat University
2021 - 2023   *Ahmedabad, Gujarat*

Bachlor's Animation and VFX
Poornima University
2017 - 2020   *Jaipur, Rajasthan*

WORK EXPERIENCE

UI/ UX Designer
Theta Technolabs
01/2023 - 05/2023   *Ahmedabad*
I honed my skills in UI/UX design by leading the design and development of a mobile application and website dashboard. I also worked on social media marketing efforts, creating posts to promote the company's products and services. These experiences allowed me to develop my expertise in design thinking, user-centered design, and project coordination.

Animator
Tavrohi Animation Studio Pvt.ltd
09/2019 - 08/2021   *Gurgaon*
In my role as Layout Artist for Bhoot Buddies production in the Animation department, I was responsible for refining and correcting animations by addressing feedback and removing penetration issues. This required attention to detail and a commitment to delivering high-quality work.

CERTIFICATES

Figma UI UX Design Essentials
Certified in Figma UI/UX Design Essentials, demonstrating proficiency in designing and prototyping user interfaces and experiences.

Foundation of User Experience(UX)
Certified in Foundations of User Experience (UX), demonstrating knowledge of key UX concepts and best practices.

Start the UX Design Processes: Empathize, Define and Ideate
Certified in starting the UX design process with empathy, defining problems, and ideating solutions using key techniques and tools.

ACHIEVEMENTS

Successfully redesigned the user interface of a mobile application, resulting in a 25% increase in user engagement and a 10% increase in user retention.

Collaborated with cross-functional teams to create an animated video for a client's product launch, which received over 50,000 views on social media and was praised for its creative design and messaging.