

Sahityan S

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OBJECTIVE

UI/UX designer and aspiring data analyst passionate about crafting intuitive, user-centered designs and leveraging data-driven insights. Strong grasp of emerging trends and technologies, consistently delivering solutions that meet user needs. Skilled in clear communication, analytical thinking, and teamwork, driving seamless collaboration and optimal user experiences.

EDUCATION

B.Tech - Artificial Intelligence and Data Science, Sona College Of Technology, Salem. - CGPA: 7.35

HSC - Sishya Matric Higher Secondary School, Tiruvannamalai. - 85.6

SSLC - Sishya Matric Higher Secondary School, Tiruvannamalai. - 78.6

SKILLS

Technical	Figma, Framer, Adobe XD, MS Excel, Python
Soft Skills	Teamwork, Time Management, Problem Solving.
Languages	English, Tamil.

PROJECTS

E-commerce Mobile Application Design (Freelancing)

- Designed an e-commerce mobile application interface with a focus on intuitive navigation and seamless user experience. Enhanced product discovery, checkout flow, and accessibility to improve user engagement.
- Technology Used: Figma and plugins for UI/UX design.

Hand-Gesture Controlled Presentation System

- Developed a gesture-controlled presentation software enabling seamless hands-free slide navigation using real-time hand gesture detection.
- Technology Used: MediaPipe Hands for gesture recognition, OpenCV for image processing, and Python with machine learning for personalized gesture control.

Social Media App Clone (Instagram)

- Designed an Instagram clone with a focus on enhancing user experience through intuitive and visually appealing interfaces. Conducted user experience research to optimize navigation and engagement.
- Technology Used: Figma and various plugins for UI/UX design.

WORK EXPERIENCE

Freelancing

Dec 2024 — February 2025

- Designed a user-friendly interface of an e-commerce mobile application, and the user-friendly, attractive products exploration, with the maximum-optimized payment process with the aim of generating a high level of user satisfaction. Managed overall designing, such as needs assessment of the project giver during the process of prototyping and iterating, and delivering.
- Used Figma to draw user interface and test it, keeping in mind the opinion of the stakeholders following the periodic meeting and changing the design to fit the demands of the client and achieving desired project outcomes.

Project Intern, CodSoft

Oct 2023 — Nov 2023

- Designed intuitive user interfaces, including a simple sign-up flow page, an e-commerce website home interface, and a restaurant menu interface, focusing on user experience and accessibility.
- Collaborated effectively within a team, gaining valuable design and problem-solving skills.

CERTIFICATIONS

- UI/UX Design (Internshala).
- Foundations of User Experience (UX) Design (Coursera).
- Build Wireframes and Low-Fidelity, High-Fidelity Prototypes (Coursera)
- Basics Of HTML (front end) Training (CSC).

CO-CURRICULAR ACTIVITIES

- I was an active member of the National Service Scheme (NSS), where I got the opportunity to organize and lead over eight events, learning how to take initiative and work with a team effectively.
- As a senior organizer with the Sona Tamil Ilakkiya Mandram, I helped plan and manage nearly ten events, which really strengthened my leadership and event coordination abilities.