

Chamika Sahan

UX/UI DESIGNER

Based in Kandy, Sri Lanka

Detail-oriented and passionate UI/UX Designer and undergraduate Software Engineering student with experience in crafting intuitive and engaging digital experiences across multiple platforms. Actively seeking opportunities to deepen my understanding of user-centered design principles while applying my skills in Figma and prototyping. My goal is to contribute fresh, innovative ideas that enhance user satisfaction and deliver meaningful results for the organization.



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SKILLS

- ✓ User Interface
- ✓ Product Design
- ✓ Design System
- ✓ Data-Driven Design
- ✓ User Experience
- ✓ User Stories
- ✓ Mind Mapping
- ✓ User Testing
- ✓ User Research
- ✓ App Design
- ✓ Prototyping
- ✓ Wire framing

EDUCATION

BCAS Kandy Campus

2023- In progress

BCAS Kandy Campus

2022

BTEC HND In Software Engineering

1. **Programming Fundamentals:** Learned the basics of programming languages, including variables, data types, control structures, and functions.
2. **Data Structures and Algorithms:** Studied fundamental data structures (e.g., arrays, linked lists, trees) and algorithms for organizing and manipulating data efficiently.
3. **Web Development:** Introduced to web development technologies, including HTML, CSS, and JavaScript.
4. **Software Engineering:** Learned software development methodologies, software lifecycle, and principles of software design and testing.
5. **UI/UX Design:** Explored user interface and user experience design principles, focusing on creating user-centered designs and improving usability through research and prototyping.

Diploma In English And Certificate In IT

1. I have completed a Diploma in English, which enhanced my communication skills and proficiency in the language, preparing me for professional interactions in diverse environments.
2. Additionally, I obtained a Certificate in IT, where I gained foundational knowledge in information technology concepts and practices, including an introduction to programming and basic computer operations.

EXPERTISE

- ✓ Figma
- ✓ Adobe Illustrator
- ✓ Adobe Photoshop

EDUCATION

Sample University

2017-2022

BICT (Hons) University Name (Class)

1. Programming Fundamentals: Learned the basics of programming languages, including variables, data types, control structures, and functions.
2. Data Structures and Algorithms: Studied fundamental data structures (e.g., arrays, linked lists, trees) and algorithms for organizing and manipulating data efficiently.
3. Web Development: Introduced to web development technologies, including HTML, CSS, and JavaScript, and frameworks like Node.js and Next.js.
4. Software Engineering: Learned software development methodologies, software lifecycle, and principles of software design and testing.

Sample College

2013-2015

Advance Level

At , I studied Information and Communication Technology, Biotechnology, and Science for Technology. These subjects provided me with a strong foundation in ICT, hands-on experience in biotechnological processes, and an understanding of the application of scientific principles in technology.

Sample Horana

2012

Ordinary Level

I successfully completed my Ordinary Level examinations with strong results, which allowed me to be selected for Advanced Level studies.

CERTIFICATES

Great Learning

June 2024

UI/UX For Beginners

- Successfully Completed the Free online Course UI/UX for Beginners offered by Great Learning

MAJOR PROJECTS

Guardian Alert App

2024

IoT Exhibition Project

Guardian Alert – Women & Child Safety App

Project Overview: The Guardian Alert mobile app was developed as part of my IoT final assignment project. It serves as a safety system for women and children, allowing users to send emergency alerts and share real-time location data with family members and friends.

- My Role: UI/UX Designer & App Developer
- Task: Created the app's design and developed the mobile application
- Domain: IoT and Safety
- Timeline: 2 weeks
- Tools Used: Figma, Adobe Photoshop
- Design System: Created a custom design system using principles of consistency and usability
- UI/UX Techniques Applied:
 - User Research: Conducted interviews and user surveys to identify safety concerns
 - Wireframing & Prototyping: Developed low-fidelity wireframes and interactive prototypes
 - User Flow Mapping: Visualized and optimized user journeys
 - Information Architecture: Structured app navigation and content for seamless usability
 - UI Design: Focused on visual hierarchy and accessibility
 - Usability Testing: Conducted testing sessions and made design iterations based on feedback

Link: https://chamikasahan.github.io/guardian_Alert/

Case Study

2024

Case Study: Guardian Alert – Women & Child Safety App

Key Highlights of the Case Study:

- Problem Statement: Identified safety challenges faced by women and children and designed an intuitive solution that integrates with an IoT button to send alerts.
- Design Process:
 - Research & Analysis: Conducted interviews and user testing to understand safety requirements.
 - Wireframing & Prototyping: Created low and high-fidelity prototypes to map out the alert workflow and emergency response patterns.
 - Design System: Developed a consistent and accessible design system for high readability and intuitive navigation during stress.
- Outcome: Successfully created a mobile app that ensures quick and effective emergency response, enabling users to notify guardians with minimal effort.

Link to Full Case Study: <https://www.behance.net/gallery/209517555/Case-Study-Guardian-Alert-App>