

# Praveen manchi

## UX/UI Designer

Design With Passion, Empathy & curiosity

### Profile

I was more focused on creating meaningful experiences through my design.

### Experience

3.7+ Total years of experience

#### TATA ELXSI

UI Designer

DEC 2020 - Present

#### WAFU TECHNOLOGIES PRIVATE LIMITED

UX/UI Designer

MAY 2018 - DEC 2020

### Roles and responsibilities

- Working with the principle of "User-first". *High priority*
- work in the user-centered design system, framework and design thinking.
- Focusing on equity-focused design, accessibility by sprint briefs.
- Conducted consumer field research, in-depth interviews, and ethnographic research to uncover the needs of product development
- Ensuring all UX Research activities are executed at high-quality levels, manage team initiatives, set project priorities, manage scoping
- Creating design discovery such as user journey maps, site map, flow diagram, prototypes and storyboards to help communicate the design approach and gain alignment. *Design system*
- Design a saleable application with visual design, wireframe, and mockups design for client review.
- Gathering input from users and partners and using extensive design thinking to shape project requirements and scope.
- Revise and update designs and documentation based on continuing user testing and customer feedback.
- Continuously discover, evaluate, and implement new technologies to maximize development efficiency by performing usability tests.

### Education

#### BAPATLA ENGINEERING COLLEGE

B.TECH (ACHARYA NAGARJUNA UNIVERSITY)

2014 - 2018

#### SASI JUNIOR COLLEGE

10+2

2012 - 2014

#### SRI CHAITANYA SCHOOL

SSC

[www.praveenmanchi.dev](http://www.praveenmanchi.dev)

Portfolio

All my designs & work presented on above web page

### Skills

Interaction Design Design audit  
Design audit Visual Presentation  
Wireframing low To High Fidelity  
Information Architecture UX Design  
User Empathy Usability Testing  
User Flow Visual Communication  
Design System Heuristic Evaluation  
Personas Data visualization SM  
User Research Design Thinking  
Agile & Scrum Lean UX interview  
Interaction Design A/B Testing  
Mockups User Acceptance Testing

### Tools

Figma Adobe XD sketch  
Adobe photoshop after effects  
Zeplin Craft Invision  
Invision Cinema 4D Blender  
Illustrator Webflow Confluence  
Maze Miro Jira  
Adobe animate Unreal Js  
Html Css Adobe dimension

Basic to interact with developer & to follow grid system

#SelfMotivated

#CanDoAttitude

#TeamPlayer