Udayasankar Mohan

Sr. UI/UX Designer

Portfolio
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Design Skills

Figma
Adobe XD
Sketch
InVision
Adobe Photoshop
Adobe Illustrator

Product Design

Mobile Design (iOS, Android)
Responsive Web Design
User Experience Design
Interaction Design

Research

Information Architecture
Ethnographic Study
Competitor Analysis
Journey Mapping
Personas & Scenarios
Usability Testing

Design

Brand Identity
User Flows
Storyboarding
Wireframing
Rapid Prototyping
UI Design
Design System

Award and recognition

- Pole Star
  December, 2011

- Rising Sun
  March, 2012

- Exceptional team player
  December, 2012

- Long service award
  December, 2013

Education

Bachelor of Science (B.Sc)
University of Madras

About me

I am an innovative Sr. Visual Designer with several years of expertise which provided me with a strong knowledge of the fundamentals of design along with a deep understanding of process, the thing that makes me extremely efficient in carrying out projects from conceptual to final production stages.

Objective

Seeking a key role in a growth-oriented organization where I can utilize my knowledge and experience together with my innovation and versatility and my ability to work well with others.

Work experience

SSE Software Development (Startup) (Mar 2024 to till date)
Sr. UI/UX Designer

- Led the design of a comprehensive platform facilitating transactions between developers (layout developers, builders, and contractors) and customers in the real estate domain.

- Collaborated closely with stakeholders to understand end-user roles and pain points across developer and customer journeys.

- Designed intuitive onboarding flows for developers to create projects, raise invoices, and upload documents with minimal friction.

- Created a seamless customer-facing interface allowing users to track project progress, view invoices, and submit payment proof efficiently.

- Developed wireframes, prototypes, and UI mockups to align with platform requirements and stakeholder expectations.

- Collaborated with development teams to ensure pixel-perfect implementation and adherence to design systems.

Brickendon Consulting (July 2023 - Feb 2024)
Sr. UI/UX Designer

- Worked with discovery team in analyzing user research data to understand user behaviors, pain points, and preferences.

- Identified key issues in the existing PPG platform through a analysis of user journeys and interactions.

- Proposed and implemented a comprehensive redesign strategy for the PPG platform, focusing on improving user interface and overall user experience.

- Created visually appealing and user-friendly wireframes, prototypes, and mockups to convey design concepts to stakeholders.

- Followed UK GOV styles, components, and patterns to create user-friendly, accessible, and compliant digital solutions.

- Proposed detailed user training guides to assist users in navigating the redesigned PPG platform effectively.

Alten India, Bangalore (July 2022 - July 2023)
Lead Engineer (UI/UX Designer)

- Worked with project teams to create dash board interfaces for the automobile industry. Created various components and the design elements for dashboard interfaces.

- Preparing design components and other elements for the developing.

- Modify the design elements and other components based on the

- requirements and for the developers.

- Preparing the design system based on the requirements.

- Collaborate with product managers, QA to create amazing user interfaces

RR Donnelley, Chennai (Oct 2006 - Jul 2022)
Production Specialist

- Worked with project teams to create user-friendly and appealing application interfaces and web and mobile for users. Met with project manager, business analyst and architect right from beginning of the project, creating rough mock-ups that were refined and extended over many iterations.

- Develop user-centered design process utilizing expertise in information / interaction design, visual design, usability, and current web technologies

- Design solutions that are elegant and simple yet solve complex tasks Collaborate with developers, product managers, QA to create amazing user interfaces

- Created actionable and intuitive design flows by developing a site-map and high fidelity wireframes

- Designed, built, and tested interactive prototype to iterate and evolve design concepts of the project

Key skills and competencies

- The ability to think creatively and conceptually, in order to understand instructional, marketing and other business owner needs and translate them into graphic and World Wide Web designs.

- Strong knowledge of user-interface design, web page layout and navigation methodology.

- Ability to manage and deliver cohesive end product.

- Ability to concept, execute and manage brand/trend right creative solutions.

- Ability to learn and adapt to new technologies and software and working by it Ex (Responsive Design).

- Receive feedback for different deliverables and update them with the necessary changes and amendments.

- Update and enhance existing websites with new features to meet the requirement to enhance the user experience.