

Aman Padiya

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Career Objective

Aspiring UI/UX Designer with hands-on experience in personal and skill-based branding projects. Proficient in Figma, Framer, and Spline, with a deep understanding of the complete design process—from research to high-fidelity prototyping. Eager to work on real-world problems and contribute to meaningful digital experiences.

Skills

□ Design Tools:

□ Figma

□ Framer

□ Spline

□ UX Skills:

□ Empathize, Define, Ideate, Prototype, Test

□ Task Flows, User Flows

□ Wireframing (Low/Mid/High Fidelity)

□ Visual Design & UI Consistency

□ Branding Basics

□ Soft Skills:

□ Creative Problem Solver

□ Attention to Detail

□ Self-Motivated

Quick Learner

Education

Bachelor's in Computer Engineering

Christ university, Rajkot

2023 – Present

Project

Branding – Local Business (Skill Project)

Created a brand identity system for a local business including logo, color palette, typography, and logo mockups using Figma.

- Delivered a consistent, modern logo design.
- Practiced end-to-end design process.

Laundry App – Case Study

Designed a user-friendly mobile app that simplifies the process of booking laundry services.

Tools Used: Figma, FigJam

Process Followed: Full design thinking process (Empathize Define Ideate Prototype Test)

Key Contributions:

- Conducted user interviews to understand the needs of students, tenants, and working professionals.
- Defined task flow, user flow, and created low-, mid-, and high-fidelity wireframes.
- Built a clean and intuitive UI with a focus on ease of use and aesthetic consistency.
- Applied UX laws such as Hick's Law, Fitts's Law, and Gestalt Principles to improve usability.

- Presented insights using visuals like research graphs, persona boards, and flow diagrams.
- <https://www.behance.net/amanpadiya>

Languages

- English
- Hindi
- Gujarati

Hobbies & interests

UI Exploration · 3D Design on Spline · Branding · Designing Aesthetic UI · Gaming · Learning Motion Design