Trinath Kondapalli

UI/UX Designer
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CAREER OBJECTIVE

- As a self-taught, passionate UI/UX Designer, I have practical experience in designing usage-centric, responsive interfaces using Figma. I began drawing/ doodling and eventually built ATS dashboards, and my experience has developed in real-world projects, internships, and freelance roles. My goal is to give users meaningful emotional digital experiences by combining creative, user research, and iterative design practices, particularly in collaborative enterprise environments.

EDUCATION

Degree	Institute/College	CGPA	Year
B.Tech, IT	Aditya University, Surampalem, AP	7.83	2021-2025
Intermediate	Gamyam Junior College, G.Mamidada	8.54	2019-2021
Secondary	S.R.Z.P High School, Rayavaram	9.7	2019

SKILLS

- **Technical Skills**: UI/UX Design [User Research, Usability Testing, Low and High Fidelity Wireframes, Prototyping, Enterprise Design, UX Collaboration, Visual Design, Responsive Design, Typography, User Flows, Accessibility, Journey Mapping, A/B Testing, AI Tools in UX], Graphic Design, HTML, CSS
- **Tools**: Figma, Adobe XD, Photoshop, Illustrator, Canva, Unity, Blender, VS Code
- **Soft Skills**: Creative Thinking, Communication, Leadership, Adaptability, Time Management

EXPERIENCE

- **Associate Product Designer**   *March 2025 - June 2025*

  At InterviewBuddy (On-site)   Visakhapatnam, India

  ◦ Conducted usability testing and feedback sessions to iterate on design solutions.

  ◦ Contributed to both low-fidelity sketches and high-fidelity prototypes, enhancing product clarity.

  ◦ Supported design problem breakdown and ideation alongside the product team.

- **UI/UX Designer**   *July 2024 - August 2024*

  At CodeSoft   Remote, India

  ◦ Completed hands-on UI/UX design tasks and mini-projects, enhancing practical skills in wireframing, visual design, and interface usability across real-world use cases.

PROJECTS

- **ATS Software [UI/UX Designer]**   *Link*

  Tools: Figma, Photoshop

  ◦ Applied UX methods like persona definition, low-to-high fidelity wireframing, and interactive prototyping using Figma Auto Layouts and Variants. Improved decision-making UX by 20 percent through user feedback loops and visual clarity.

  ◦ Incorporated role-based user flow logic into the ATS dashboard for HR.

- **Personal Portfolio [Frontend Designer]**   *Link*

  Tools: Figma, Photoshop, VS Code

  ◦ Built a responsive personal portfolio with HTML, CSS, and JavaScript, highlighting skills in web development and UI/UX design.

  ◦ Structured portfolio using grid systems and accessible design practices. Emphasized case study driven navigation and self-brand clarity.

CERTIFICATIONS

- **Google UX Design Professional Certificate**   *Coursera (July 2025)*
- **UI/UX with Figma and Adobe XD**   *Udemy (April 2024)*
- **UI/UX for Beginners**   *Great Learning (March 2023)*
- **UI/UX Designer**   *Codesoft (July 2024)*