Vimal Kumar Veeraragavan

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● ABOUT ME

Creative and detail-oriented UX/UI Designer with experience in designing intuitive dashboards, hybrid workspace solutions, and engaging e-commerce platforms. Skilled in user research, usability testing, and creating responsive, accessible, and user-centric interfaces. Proven ability to collaborate with cross-functional teams, mentor junior designers, and implement gamification concepts to enhance user engagement. Passionate about solving complex user problems through innovative design and driving measurable improvements in user satisfaction and efficiency.

● WORK EXPERIENCE

28/06/2021 – 14/11/2022 Chennai, India
OPERATION EXECUTIVE - UX UI INFOSYS

- Led the end-to-end design process for digital platforms, including user research, wireframing, prototyping, and high-fidelity UI design, contributing to a 40% improvement in user engagement metrics.
- Collaborated with developers, project managers, and stakeholders to ensure user-driven designs were effectively implemented, aligning with business goals and reducing development rework by 20%.
- Spearheaded a product revamp initiative, leveraging user feedback and iterative testing to reduce user complaints by 10%.
- Usability testing to identify pain points and user journeys, translating findings into actionable insights that enhanced design iterations and increased usability by 30%.
- Designed dashboards and interactive features using tools like Adobe XD and Figma, ensuring a user-friendly experience that supported decision-making for internal and client-facing projects.
- Ensured all designs adhered to WCAG accessibility standards and implemented responsive design principles, resulting in a 25% increase in accessibility compliance across platforms.
- Optimised workflows by introducing design systems and reusable components, reducing design and development time by 15 while maintaining consistency across projects.

10/01/2023 – 31/01/2024 Chennai, India
UX UI DESIGNER ASPIRA

- Collaborated with the team to design dashboards and implement user-friendly interfaces, contributing to a 25% improvement in user task efficiency.
- Worked on the "Hybrid Office Workspace Booking" project, designing an intuitive interface that streamlined the booking process.
- Designed an innovative e-commerce platform with gamification features, including reward points and referral programs, resulting in a 20% increase in user engagement.
- Conducted user research and usability testing, gathering feedback and iterating designs to improve user satisfaction.
- Developed mood boards and a style guide for an e-commerce platform, enhancing cross-team design consistency by 15%.
- Provided mentorship to junior designers, offering guidance on design reviews and test cases, and improving team performance and design quality by 15%.
- Worked on design system components to maintain UI consistency and improve scalability for ongoing and future projects.

EDUCATION AND TRAINING

01/08/2024 – CURRENT Limerick, Ireland
MSC IN INTERACTION AND EXPERIENCE DESIGN University of Limerick

07/04/2018 – 13/05/2021 Chennai, India
BSC COMPUTER SCIENCE SRM institute of Technology

DIGITAL SKILLS

Product Discovery | User Research | User Testing | Design Strategy | Design Systems | Prototyping: Figma, Adobe XD, Sketch | Design Audits: Microsoft Office I Affinity Mapping | Web Technologies Fundamentals - HTML, CSS | Data Analytics and Reporting

BUSINESS SKILLS

Experience

Customer Oriented I Team Work I Communication I Decision Making I
Problem Solving I Flexibility and Adaptability I Analytical Skills I Competitive Analysis

MANAGEMENT AND LEADERSHIP SKILLS

Lead

- Scrum Master Leadership: Managed agile ceremonies during a 3-month training period and led a capstone project, ensuring task prioritisation, progress tracking, and alignment with project goals.
- UX Research and Design: Conducted user research and applied UX methodologies for projects like agricultural care solutions, the "Right to Repair" website, and dashboard redesigns, improving usability and user satisfaction.
- Mentorship and Collaboration: Mentored students in research methods, user-centred design, and agile practices, fostering a collaborative and growth-oriented learning environment.
- Client and Team Management: Independently handled client projects, conducting meetings, providing design solutions, and creating implementation plans aligned with organisational objectives.