



Abhishek Mishra

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ABOUT ME

I am a passionate Designer & Engineer with a focus on crafting helpful & impactful, user-centred technology experiences for enterprises & End Users. I thrive on blending design strategy with intuitive interaction to solve complex problems and enhance user satisfaction. With expertise in leading & working with cross-functional teams, designing for diverse platforms, and creating solutions that balance business needs with user-centric outcomes, I am driven by a desire to make meaningful contributions that empower both organisation and users alike.

WORK EXPERIENCE

Indian Institute of Technology Bombay(IIT Bombay) - Project Research Engineer // Sep 2025 - Present,

Designing the Ground Control System for UAVs under the Pushpak – National Mission on Drone Technology, focusing on simplifying telemetry by reducing data overload and interface complexity while implementing an atomic design system for scalable UI.

CrewScale (Deployed at GradRight) - Product Designer II // May 2025 - Sep 2025,

Designing end-to-end experiences for a B2C platform at GradRight, operating at the intersection of edtech and fintech. Leading design across student loan and insurance workflows, integrating Agentic AI Experiences across User Facing & Enterprise workflows & dashboards, including Internal CRM Design, and user onboarding experience. Collaborating with cross-functional teams to simplify financial decisions and ensure accessibility and visual consistency.

TautMore - UI/UX Designer // February 2024 - March 2025,

Managing the entire product design of ed-tech products, considering Indian and US markets, from defining the product to planning UX strategy to conducting UX research, User research and ideation to prototyping and implementation.

- Designed and implemented user-centred interfaces and experiences for B2C and B2B customer-facing as well as internal products, including supply chain management system, ensuring a seamless and intuitive user journey across all platforms. Including Web & Mobile -Android & IOS Experiences.
- Collaborated closely with cross-functional teams, including product managers, developers, and marketing, to ensure successful product launches and user adoption.
- Utilised various design tools and methodologies, including Figma, Adobe XD, Adobe Creative Cloud Suite and user research methodologies to deliver high-quality and user-friendly experiences.
- Ensured seamless conversion of Design into accessible code to create inclusive digital experiences.

Stemplify (Via Times Of Sports) - UI/UX Designer // August 2023 - February 2024,

Working with the Stemplify team to design Edtech Products and to Train students on Science Technology Engineering and Mathematics

Purplenet Technologies LLP - UX Designer // June 2023 - August 2023,

Worked with founding members to redesign the company website and product landing pages and setting up design system with new Branding.

AppSynergies - UX-UI designer // April 2022 - December 2022,

Worked with an agile team to design core features & overall experience of the [MingleWise Mobile Application](#) for global users by improving usability, accessibility and Daily Active Usage of the MingleWise Mobile App for Android and IOS userbase By increasing User acceptance rate by three times. Designed Responsive Web Design of [AppSynergies](#) & [Mintwise website](#), Conducting UX Research, Setting up Initial Design System & Designing initial MVP of [Mintwise fintech Mobile app](#).

Purplenet Technologies LLP - User Experience Engineer // April 2020 - December 2021,

Worked on a learning basis closely with the founding team to design and develop the company website and ed-tech software, where I was responsible for coding as well as designing the front end of a web Application.

SKILLS

Design Skills

User research // Wireframing // Usability studies // Prototyping // UX Writing // User Testing // Wireframing // User Testing // UX research // User Centered Design Methodologies[USD] // Storyboarding // Storytelling // Design Systems // Accessibility// Design Systems // Product Design // UX strategy // Interaction Design // Qualitative Research // Quantitative Research // Card Sorting // Human-Computer Interaction (HCI) // Data Analysis // User Behavior Analysis // Information Architecture

Technical Skills

Figma // Adobe XD // Google Slides // HTML 5 // CSS 3 // Javascript // React JS // Bootstrap // Front End Development // GitHub // Python // MERN Stack // Web Development // Front End Libraries // GIT & GITHUB // SQL // MongoDB // Core Java // REST API // Data Structures & Algorithms // Artificial Intelligence // Google Cloud // Azure DevOps [ADO] // ARIA // Photoshop // Adobe Illustrator // Adobe Creative Suite

Collaboration

Communicative // Gives design critique + feedback // Strong presenter // Detail-oriented // Public Speaker // Leader

EDUCATION

Google UX Design Certificate // May 2021 - January 2022, Online

Completed rigorous training designed for entry-level job readiness. Completed 15 modules, including topics like UX research fundamentals, inclusive design, low-fidelity and high-fidelity prototypes, and tools like Figma and Adobe XD. Completed hands-on projects and developed a portfolio including 3 projects to receive the certificate.

Government College Of Engineering Keonjhar - B.Tech in Computer Science & Engineering

Have completed My Degree and Scored 8.6 CGPA.

PROJECTS

Mobile App Design-[Foodies-Online Food Ordering App, Be-Fit Online Fitness coaching web App & Classroom Smart Online Education App]

Designed three Mobile apps considering usability and accessibility for the online food ordering app of a local restaurant helping busy life working users to save time by ordering food online & spend Quality time having their food without waiting in line for their Orders, an online Fitness coaching app helping people do exercise by staying in their room improving their body strength and improving lifestyle by being Fit & a classroom app to help students and teachers to manage their classroom experience in this lockdown effectively. The user-centric design process was followed, and interaction and motion design were given importance while designing the experience to keep users engaged. A proper UX research process was been conducted to understand user needs.

Responsive Website Design-[Battle Ground City-Gaming Website, Be-Fit Online Fitness training website, & Foodies Desktop Website.]

Designed a responsive website considering Both PC/Desktop and mobile versions for the Account Creation flow for a popular Video Game, a Desktop website design for Online Food Ordering, considering 60+ elderly-aged user Group & a Fitness Coaching Website. Accessibility, Usability, Interaction Design, Motion design and inclusive design principles were given primary importance while designing the experience.

Front End Development Projects- [HTML // CSS // Javascript // React]

Worked On Multiple front-end development projects for various projects and improved overall experience and design by improving the UX design of Web applications and developing backend in MERN Stack for a web-based app to collect memories using Rest API.

Home Security and Alert System- [AI & IOT Project]

Created an AI & IoT-based project using Arduino and PIR sensors using OpenCV and a face recognition library of Python to detect and recognise people at the door and send alerts to the homeowner via WhatsApp message using pyWhatKit.

CERTIFICATIONS

1. **FreeCodeCamp** - Front End Developer Certification
2. **FreeCodeCamp** - JavaScript Data Structure & Algorithm Certification
3. **FreeCodeCamp** -Responsive Web Design Certification
4. **Cisco Networking Academy**- Python Data Structures Certificate.