

Technical Skills

Tools

Wireframing

UX Skills

Prototyping

Figma, Adobe Illustrator, Sketch, Canva, Adobe Photoshop

Miro, Whimsical, Figjam, Adobe XD

User Research, User Journey Mapping, Information Architecture

Figma, Protopie

Work Experience

Product Designer

Aeri, Noida

February 2025 - July 2025

- Conceptualized and executed all **product design** for responsive web and mobile platforms—creating wireframes, user flows, mockups, and prototypes with micro-interactions.
- Actively participated in **investor meetings** and strategy sessions to shape design decisions from day one, translating **business requirements into user-centered deliverables**.
- Led **market and user research** to define product strategy and UX requirements, ensuring alignment between user needs and business objectives.

UI/UX Designer

Monk Technology, Gurugram

July 2024 - January 2025

- Designed **responsive web and mobile interfaces** aligned with **clients' brand visual identity**. Ensured seamless user experience across devices while maintaining consistent brand elements and visual hierarchy.
- Created **wireframes, user flows, and visual mockups** and **micro interactions** to improve engagement. Developed comprehensive **design documentation** and **interactive prototypes** that clearly communicated user journeys and enhanced usability.
- **Collaborated** with **developers** and clients to ensure smooth **handoff** and implementation.

Project Experience

Aeri (AI-Powered Voice-First Social Networking)

- Conducted comprehensive **user research and market analysis** to identify opportunities in AI-driven social platforms, incorporating **user experience design methodologies** to define product specifications.
- Designed **intuitive voice-first UI/UX** with **modern interface design** and innovative **micro-interactions** creating magical AI experiences through **iterative prototyping** and **user flow** optimization.
- Led end-to-end product design as sole designer, **developing brand identity, logo design**, and multiple product iterations while making strategic product decisions aligned with **business objectives**.

Animal Games: Lil Explore (Interactive learning App for kids)

- Carried out targeted **user research** to explore child psychology and behavior in digital environments.
- Designed an **engaging, kid-friendly UI** with an educative **color palette**, tailored to young users' cognitive needs.
- Constructed **responsive layouts** for iPhone and iPad, incorporating **prototyping and playful animations** to enhance interactivity.

Monk Technology (Website Design)

- Crafted **responsive** web and mobile web designs, ensuring seamless **adaptability** across devices.
- Employed cutting-edge design trends with **high-contrast color schemes** to align with brand identity and enhance visual impact.

Education

Bachelor's Degree in Technology (Electrical & Electronics) - 7.16 GP

June 2106 - September 2020

Guru Gobind Singh Indraprastha University, New Delhi, India