66 Design is not just about aesthetics; it's about making it work for the user. 39

Brenda Laurel



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Key Skills

Low / High Fed Wireframing

Usability Testing

Product Design Process

User Flow/Site Flow

Information Achritecture

Basic HTML/CSS

Micro Animation / Prototype

Interactive Design

Product Documentation

User Testing / Research

Mobile and Desktop Design

Languages



Hindi Native Proficiency

Experience

Oct 2022 - Present



Product designer

Bizcrum Infotect (Bijnis)

April 2021 - Oct 2022



UX/UI designer Uplers

Dec 2019 - March 2021



Curriculum Director Whitehat Jr

July 2019 - Dec 2019



Operation Associate BYJU's

Spearheaded product development initiatives, focusing on design usability, functionality, and branding. Led efforts in identifying new opportunities, enhancing product and business strategies, and delivering superior user experiences through innovative solutions

Designed visually appealing websites, product dashboards, landing pages, and digital marketing materials. Conducted extensive UX/UI case studies for international clients, managed project designs, prototyping, and contributed to front-end development.

Oversaw a team of mentors, developed educational content, and designed training programs. Enhanced student learning experiences through innovative curriculum design.

Tracked customer EMI data, ensuring accurate and efficient management of financial transactions. Additionally, I collected and analyzed EMI and order data, contributing to informed decision-making and strategic planning

Recent projects

RM App

A CRM app for Bijnis sales personnel to track performance and manage their assigned leads and



View Case Study

Bijnis App

A B2B platform connecting factories and retailers, optimizing the sourcing process for fast-selling apparel and footwear collections.



View Live App

Education



LPU

B.Tech CSE (Hons.) July 2016 - Aug 2020



Designboat

Profession UX/UI



IxDF

Visual Design Course

Skills

- · Advanced in Heuristic Evaluation, Usability Testing, Competitive Analysis, and both Qualitative and
- · Proficient in Hypothesis Testing, A/B Testing, Guerrilla Testing, Surveys, and User Interviews.
- · Experienced in Stakeholder Interviews, Concept Sketches, High and Low Fidelity Wireframes, User Flows, User Personas, Empathy Maps, Sitemaps, Information Architecture, Rapid Prototyping, UI Animations,
- Skilled in overseeing the full design lifecycle, from brainstorming to delivery, with a focus on evolving designs through a cycle of user feedback and alignment with business objectives. Works in collaboration with developers and quality assurance teams.

Tools













(CleverTap

