

Anushree H

UI/UX & Graphic Designer — Bangalore, Karnataka, India

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SKILLS

UI/UX Design Skills:	User Interface (UI) Design, User Experience (UX) Design, Wireframing, Prototyping, User Research, UX Research, Interaction Design, Information Architecture, User Flows, Task Flows, Journey Mapping, Usability Testing, A/B Testing, Accessibility (A11y) Design, Visual Design, Color Theory, Typography, Responsive Design, Modern Minimal UI
Design Tools and Software:	Figma, Adobe XD, Canva, Sketch, FigJam, Miro, Illustrator, Photoshop
Web Development Skills:	React, Tailwind CSS, Responsive Web Design, Component-based UI
Productivity Tools:	Design Systems, Component Libraries, Google Workspace, Notion, Trello, Jira, Agile & Scrum, Documentation Tools

WORK EXPERIENCE

Camascope, Bengaluru Jan 2025 - Present
Associate UI/UX Designer

- Contributed to designing scalable healthcare interfaces focusing on accessibility and improved user flow efficiency.
- Conducted UX improvements through iterative design, feedback loops, and testing, enhancing feature usability.
- Tools & Techniques:** Figma, Jira, User Research, Wireframing, Design Systems, Prototyping.

BrightCHAMPS, Bengaluru Aug 2024 - Dec 2024
Associate Graphic Designer

- Developed visually engaging graphic designs tailored for K-12 educational institutes, enhancing student engagement by 25% based on user feedback and engagement metrics.
- Designed a user-friendly student dashboard interface, improving task efficiency in design-planning workflows by 20%.
- Tools & Techniques:** Figma, Typography, Visual Design, User Flows.

Brihat Infotech Private Limited, Remote Jan 2024 - Apr 2024
UI/UX Designer Intern

- Designed responsive interfaces for Edzer, improving user engagement by 20% through iterative research and usability-focused refinements.
- Enhanced prototypes based on user feedback, improving interaction flow and design consistency.
- Tools:** Figma, Adobe Photoshop, Wireframing, Design Systems, Responsive design.

Samartha InfoSolutions, Bengaluru Jul 2023 - Sept 2023
UI/UX Designer Intern

- Designed an IoT Device Management Dashboard, improving UX by 30% through user-centered design, streamlined workflows, and data visualizations with wireframing and usability testing.
- Tools & Techniques:** Figma, User Research, Information Architecture, Wireframing.

EDUCATION

KS Institute of Technology, Bengaluru Dec 2020 - Jun 2024
B.E. in Computer Science and Engineering CGPA: 8.31/10

Relevant Coursework: User Interface Design, Information Architecture, Visual Design, Design Thinking Methodologies.

PROJECT WORK

HearMe — Inclusive Communication App (Case Study, 2025)

- Designed an assistive communication app supporting speech transcription and sign-language recognition for users with hearing impairments.
- Prioritized accessibility, inclusive UI, and seamless communication in public environments.
- Completed a full UX case study including research, ideation, user flows, wireframes, and final prototype.
- Tools:** Figma, Accessibility Guidelines, Prototyping