

Anushree H

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

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Skills

UI/UX Design Skills:	Customer/User Research, Information Architecture, Interaction Design, Prototyping, Usability Testing, Wireframing, Color Theory, Typography
Design Tools and Software:	Figma, Adobe Illustrator, Adobe Photoshop, Adobe XD, Canva,
Web Development Skills:	CSS3, HTML5, Responsive Web Design
Productivity Tools:	Accessibility Guidelines, Design Systems, Google Suite, Miro, Notion, Trello, Jira

Work Experience

Camascope, Bengaluru	Jan 2025 - Present
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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
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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.

Brihat Infotech Private Limited, Remote	Jan 2024 - Apr 2024
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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.

Samartha InfoSolutions, Bengaluru	Jul 2023 - Sept 2023
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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, Adobe Suite, User Research, Information Architecture, User-Centered Design (UCD).

Education

KS Institute of Technology, Bengaluru	Dec 2020 - Jun 2024
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B.E. in Computer Science and Engineering

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

CGPA: 8.31/10

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