AKSHAAY

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Portfolio: Available upon request

CAREER OBJECTIVE

Creative UI/UX Designer (Integrated M.Tech student) focused on designing user-centered digital products. I blend user research, interaction design, and visual design to create accessible, intuitive experiences for web and mobile. Seeking internship or junior UI/UX role to apply research-driven design and prototyping skills.

EDUCATION

Integrated M.Tech in Computer Science (UI/UX Specialization) — *VIT Bhopal University*
2021 – 2026 (Expected)
Relevant coursework: Human-Computer Interaction, Visual Design, Interaction Design, Usability Testing, Information Architecture, Frontend Fundamentals (HTML/CSS), Design Systems.

EXPERIENCE

UI/UX Design Intern — Entrans Technologies Pvt. Ltd.
June 2024 – August 2024

- Led user research (surveys + 1:1 interviews) for an HR automation dashboard — synthesized findings into personas and journey maps.

- Designed low-fi to hi-fi prototypes in Figma; created component library and responsive layouts for web and mobile.

- Ran 5 usability test sessions, iterated designs based on feedback, and reduced key task completion time by ~28%.

- Handoff to developers with annotated specs and CSS snippets.

Freelance Product Designer (Contract)
Jan 2023 – Present

- Designed end-to-end UI/UX for 4 projects: e-commerce landing page, booking app, analytics dashboard, and a portfolio site.

- Delivered wireframes, interactive prototypes, user flows, and accessibility audits; collaborated remotely with developers and product managers.

KEY PROJECTS *(UI/UX-focused, realistic examples)*

1) Artify — AI Style Portraits (Product UX + Visual Design)

- Role: Lead Product Designer

- Scope: User research, persona creation, end-to-end interaction design for a web app that applies artistic styles to photos.

- Deliverables: onboarding flow, style gallery, edit modal, credit/checkout flow, hi-fi prototypes, and A/B test for gallery layout.

- Impact: Improved successful style selection rate in prototype testing from 54% → 81%.

2) DocLink — Document Management Dashboard (UX + Information Architecture)

- Role: UX Designer

- Scope: Redesigned dashboard for quick access to documents, intelligent search, and permission controls.

- Deliverables: content inventory, card-based dashboard design, faceted search UI, accessibility improvements (contrast, keyboard nav).

- Impact: Prototype usability score: 4.4 / 5.

3) Interview Assistant — Meeting Summarizer (Interaction Design + Microcopy)

- Role: Interaction & Motion Designer

- Scope: Designed flows for in-meeting transcript highlights, question detection UI, and post-meeting summary screens.

- Deliverables: microcopy, error states, onboarding tips, and animated prototype showcasing real-time feedback.

4) E-Comm Landing Redesign (Conversion UX)

- Role: UX/UI Designer

- Scope: Landing page redesign for a mock e-commerce brand; focused on visual hierarchy, CTAs, and mobile-first layout.

- Deliverables: wireframes, hi-fi comps, usability test report with prioritized fixes.

- Impact: Estimated lift in CTA clicks in prototype tests: +22%.

TOOLS & TECHNICAL SKILLS

- Design & Prototyping: Figma (advanced), Adobe XD, Sketch (familiar)

- Visual: Adobe Photoshop, Illustrator

- Research & Collaboration: Miro, Notion, Hotjar (testing concepts), Google Forms

- Frontend basics: HTML5, CSS3, basic JavaScript (for developer handoff)

- Methods: User research, personas, user journeys, wireframing, prototyping, usability testing, accessibility, design systems

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CERTIFICATIONS & COURSES

- Google UX Design Professional Certificate (example)

- Figma: UI/UX Design Essentials (example)

SOFT SKILLS

User Empathy · Communication · Collaboration · Visual Thinking · Problem Solving · Attention to Detail

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ADDITIONAL

- Languages: English, Tamil, Hindi

- Portfolio & case studies: Available on request

- References: Available on request