

Bandana Nayek | UI/UX & Product Designer

📍 Bangalore, India | ✉ bandana.uxdesign@gmail.com | ☎ +91 9934111066

Portfolio: <http://bandana-uxdesign.lovable.app> |

Behance: <https://www.behance.net/bandanauxdesign>

CAREER OBJECTIVE

UI/UX and Product Designer transitioning from a professional 3D animation background, with years of experience in motion, storytelling, composition, and timing. This foundation shaped how I think about digital interaction. How movement guides attention, transitions create clarity, and details define experience. I now apply this understanding to design intuitive, user-centered products, combining research, interaction design, and visual clarity to solve complex problems meaningfully

FEATURED PROJECT

Role: Product Designer | Tools: Figma

EaseOut – Toilet Finder App (Sep 2025 – Nov 2025)

- Designed a complete mobile experience from UX research to high-fidelity prototype.
- Conducted user interviews to identify pain points around urgency, accessibility, and hygiene.
- Created user flows, wireframes, and a minimalist design system tailored for a public-utility service app.
- Designed intuitive UI screens optimized for quick scanning and real-time decision-making.
- Built interactive prototypes and conducted usability testing to refine user flow and reduce task friction.

PROFESSIONAL EXPERIENCE

Junior 3D Animator

Xentrix Studios (Nickelodeon Wing), Bangalore | May 2022 – Apr 2024

Projects: Monster High, Stan & Gran

- Strengthened skills in high-detail, polished, and dynamic 3D animation for global broadcast standards.
- Worked on Nickelodeon IPs with strict visual quality, timing, and storytelling guidelines.
- Enhanced character acting, emotional performance, and movement realism.
- Collaborated closely with supervisors to refine animation quality and maintain production pipeline consistency.

Junior 3D Animator

BYJU'S Pvt. Ltd., Bhubaneswar | Dec 2019 – May 2022

Projects: Internal Projects

- Produced 3D animations specifically for primary school children, focusing on engagement and clarity.
- Transformed complex educational topics into simple, visually appealing content.
- Delivered animations optimized for mobile and web-based learning experiences.

Junior 3D Animator

BYJU'S Pvt. Ltd., Bhubaneswar | Dec 2019 – May 2022

Projects: Internal Projects

- Trained in character animation techniques focusing on posing, timing, spacing, and performance clarity.
- Assisted senior animators with blocking and polishing scenes.
- Gained experience working within a full animation production pipeline.
- Improved core animation skills through continuous feedback and mentoring.

Trainee

Giant Wheel Animation, Bhubaneswar Mar 2019 – Nov 2019

Projects: Leo Da Vinci, Gobindgarh Fort

- Trained in character animation techniques focusing on posing, timing, spacing, and performance clarity.
- Assisted senior animators with blocking and polishing scenes.
- Gained experience working within a full animation production pipeline.
- Improved core animation skills through continuous feedback and mentoring.

CORE SKILLS

- UX Research & Strategy
- Wireframing & Prototyping
- Interaction & Visual Design
- Usability Testing & Iteration
- Design Systems & Accessibility
- Web & Mobile App Design

Tools

- Figma,
- Adobe Photoshop
- Blender 3D
- Autodesk Maya
- Canva
- GitHub Copilot (GenAI)
- Lovable (GenAI)
- Lottie files
- Relume AI