

BANDANA NAYEK

UI/UX Designer

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PROFESSIONAL SUMMARY

Highly empathetic and creative **UI/UX Designer** focused on crafting digital experiences that are natural, meaningful, and easy to use. Expert in translating user research and behavioral insights into purposeful designs. Bringing **5.6 years of visual storytelling and animation expertise**—including a strong sense of **motion, composition, and user connection**—to UX. Seeking to collaborate with teams that value design thinking and research to build effortless technological solutions.

TECHNICAL SKILLS

UX/UI Skills	User Research, Wireframing, Prototyping, Design Systems, UI Design, Data-driven UI Design, Responsive Design, Design Thinking.
Tools & Software	Figma, Adobe XD, Sketch, Canva, Adobe Photoshop, Autodesk Maya, Blender, Flash, Basics of HTML/CSS.

UX PROJECT EXPERIENCE (Current Focus)

EASEOUT - Toilet Finder App (Personal Project) | UI/UX Designer | Present

- **Designed** EaseOut, a mobile application to help users quickly locate clean, accessible toilets, complete with hygiene ratings and photos.
- **Conducted** primary user research, wireframing, and high-fidelity UI design using Figma.
- **Applied** design thinking methodologies to solve real-world challenges in hygiene and accessibility through thoughtful design.

- **Focused** on creating adaptable design systems for multi-screen and mobile application interfaces.
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PROFESSIONAL EXPERIENCE

Junior 3D Animator | Xentrix Studios (Nickelodeon Wing) | May 2022 – Apr 2024

- **Collaborated** with directors on the international animation project, *Monster High* (Nickelodeon), ensuring strong visual quality and consistent storytelling for a teenage audience.
- **Developed** a strong sense of **motion flow, visual hierarchy, and composition**—essential skills now applied to creating seamless and engaging digital interfaces.

Junior 3D Animator | BYJU'S Pvt. Ltd. | Mar 2019 – Apr 2022

- **Leveraged visual storytelling and compositional balance** to simplify complex educational concepts, directly enhancing **user perception** and engagement for a child audience.
- **Created** and produced engaging educational animations specifically for **children**, partnering with creative teams to ensure the content strongly connected with the target student audience.

3D Animator Trainee | Giantwheel Animation Pvt Ltd | Oct 2018 – Mar 2019

- **Contributed animation** to commercial projects, including the *Leo Da Vinci* TV series.
 - **Maintained strict visual and animation quality standards** across 3D scenes, strengthening attention to detail and consistency in final output.
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EDUCATION

Google UI/UX Professional Certificate | Coursera

Diploma in Animation | Dishaapro, Bhubneaswar

ADDITIONAL INFORMATION

Languages: English, Hindi, Bengali, Odia

Relevant Background: 5.6 years of professional experience leveraging visual storytelling and composition in animation.