

Simran Nagekar

Bangalore, India

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Technologies

Tools: Adobe Creative Suite, Autodesk Maya, Figma, Framer, Rive, Jira, GameBench, Postman, Unity.

Specializations: Game Design, Game Testing, Product Design, UIX Design.

Education

REVA University

Aug 2023 – June 2026

Bachelor of Science — Computer Science with specialization in Multimedia & Animation

- CGPA: 8.47
- **Coursework:** Adobe Creative Suite, Computer Graphics, 3D Animation, Game Design, UI & Web Design.

St Joseph's Composite PU College

Aug 2021 – Apr 2023

Commerce — CEBA

- CGPA: 8.77
- **Coursework:** Computer Science, Economics, Business Studies & Accountancy.

St Joseph's High School

Jun 2018 – Apr 2021

Karnataka Secondary Education Board

- CGPA: 7.62
- **Coursework:** Science, Mathematics, English & Social Studies.

Experience

Syntrixa Labs

May 2025 – Jul 2025

UX Design Intern

- **User Interface Design:** Designed and optimized interfaces for web and mobile, improving layout, navigation, and responsiveness, increasing engagement by 25% and reducing bounce rates by 15%.
- **Research-Driven Improvements:** Conducted surveys and usability tests, generating 30+ insights and implementing solutions that boosted accessibility and user satisfaction by 20%.

Zenosphere

Jan 2025 – Apr 2025

Game Testing Intern

- **Functional & Performance Testing:** Executed 100+ test scenarios to ensure smooth gameplay, consistent performance, and responsive mechanics, reducing in-game bugs by 40%.
- **Playtesting:** Led multiple sessions with varied player groups, refining combat balance and difficulty, boosting player retention by 25% and satisfaction by 30%.

Projects

folio

github.com/breeze-sn/folio

- Built a minimal, responsive portfolio with Next.js and Tailwind CSS, deployed on Vercel; optimized for speed and accessibility (<1.2s load time), attracting 50+ visitors in the first month.
- Tools: Next.js, React, Tailwind CSS, Vercel, Figma.

Quick Air

behance.net/Quick-Air

- Built an AI-driven chat-based resume builder for 50+ users, reducing completion time by 40% and drop-offs by 50%, while boosting satisfaction by 35%.
- Tools: Figma, Framer, Adobe Photoshop, Adobe Illustrator.

Certifications

QA: Game Tester

Postman API Fundamentals

Digital Skills: User Experience

Udemy

Postman

Accenture