# Simran Nagekar

Bangalore, India

+91-9535647680 • nagekarsimran@outlook.com • simrann.dev • linkedin.com/in/simransn • github.com/breeze-sn

## Technologies

**Tools:** Adobe Creative Suite, Adobe Express, Figma, Procreate, Autodesk Maya, Rive, Jira, Unity, Postman.
**Specializations:** Game Design, Game Testing, UX Design, Multimedia Production, Product Design & Management.

## Experience

Surgyy Innovation Labs                                                                              Jan 2026 – Jul 2026
Product Design Intern

- **Branding:** Contributing to brand initiatives and help in product rebranding by redesigning visual identity, UI systems, and experience flows aligned with updated brand strategy and business goals.
- **Healthcare CRM Product Design:** Currently working on upcoming healthcare CRM projects, designing intuitive workflows, user-centered interfaces, and scalable design solutions tailored for healthcare professionals.

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%.

## Education

**REVA University**                                                                                 Aug 2023 – June 2026
Bachelor of Science — Computer Science with specialization in Multimedia & Animation

- CGPA: 8.62
- **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.

## Projects

**BallBack!**                                                                                       github.com/Ballback

- BallBack! is a hyper-casual 2D endless arcade game built with Unity as a Final Year Project, featuring intuitive drag controls, fast-paced obstacle dodging, and collectible-based progression.
- Tools: Unity, C#, Figma, Adobe Photoshop, Adobe Illustrator.

**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                                                                                     Udemy
Postman API Fundamentals                                                                            Postman
Digital Skills: User Experience                                                                     Accenture