Simran Nagekar

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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.

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.

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/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, Apps Script, Figma.

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