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Top Skills

Web Interface Design

E-Commerce

Mobile Web Design

Languages

English (Elementary)

Bhavya Gondaliya

UI/UX Designer focused on interfaces and user research.

Surat, Gujarat, India

Summary

At OTOBIT PRIVATE LIMITED, as a Senior UI/UX Designer, I contribute to the design and development of software, websites, and applications with a focus on user-friendly and engaging interfaces.

Leveraging expertise in Adobe Suite and Figma, I collaborate with cross-functional teams to deliver user-centric solutions while conducting extensive UX research and testing to enhance usability and engagement.

My academic foundation in Computer Engineering from Dr. A.P.J. Abdul Kalam Technical University complements my professional role by bridging technical knowledge with creative design. With a strong commitment to responsive web design and interface development, I focus on delivering seamless and effective digital experiences that resonate with users.

Experience

OTOBIT PRIVATE LIMITED

Sr. UI/UX Designer

June 2023 - December 2025 (2 years 7 months)

Surat

As a versatile UI/UX Designer, I have led the development of sophisticated software, websites, and applications by placing user interface and experience design at the forefront. Utilizing Adobe Suite and Figma, I guided cross-functional teams to ensure seamless design integration and the delivery of user-centric solutions. My approach is grounded in comprehensive user research and iterative testing, which allows me to optimize designs for maximum usability and engagement.

My experience spans a diverse range of complex industries, where I have delivered tailored and impactful design solutions. I have successfully designed and launched products in highly regulated and technically demanding fields, demonstrating adaptability and a deep understanding of varied user needs.

Key Projects & Domain Expertise

- * **Fintech:** Designed intuitive interfaces for complex tax-related software, simplifying user workflows and improving data comprehension.
- * **IoT:** Developed seamless user experiences for Internet of Things (IoT) applications, bridging the gap between physical devices and digital control panels.
- * **E-commerce:** Architected the UI/UX for a large-scale e-commerce platform, focusing on optimizing conversion funnels and creating an engaging, responsive shopping experience.
- * **Social Media:** Led the design of a sports-focused social media application, creating features to drive community interaction and content engagement.

Core Competencies

- * **Leadership:** Proven ability to lead and mentor cross-functional teams in an agile environment.
- * **User Research:** Expertise in conducting user interviews, usability testing, and data analysis to inform design decisions.
- * **Design Execution:** Proficient in creating wireframes, high-fidelity mockups, and interactive prototypes.

AIMDek Technologies

UI-UX Designer

February 2023 - June 2023 (5 months)

Ahmedabad

As a UI-UX Designer at AIMDek Technologies, I specialized in creating intuitive and visually compelling websites and applications using the Adobe Suite and Figma. By focusing on user-centered design principles, I translated complex requirements into seamless and engaging interfaces that significantly improved the overall user experience.

Through close collaboration with cross-functional teams, including developers and product managers, I ensured that my design solutions were not only aesthetically pleasing but also technically feasible and aligned with business goals. My role encompassed the full design lifecycle, from initial concept and wireframing to high-fidelity prototyping and final design handoff.

A key achievement in this role was driving a 20% increase in user retention through innovative and data-informed design improvements. This

demonstrates my ability to create impactful designs that produce measurable results and contribute directly to company growth.[1]

Key Contributions & Achievements

- * Led design initiatives that improved usability and user flow, directly resulting in a 20% increase in user retention.
- * Developed and delivered user-friendly interfaces for web and mobile platforms, enhancing overall user engagement and satisfaction.
- * Created and maintained a consistent design language across products by utilizing component-based design in Figma.
- * Successfully collaborated in an agile environment to ensure timely delivery of high-quality design assets and prototypes.

Skills & Tools Applied

- * ****Design & Prototyping****: Figma, Adobe XD, Adobe Photoshop, Adobe Illustrator.
- * ****Core Competencies****: UI/UX Design, User Research, Wireframing, Prototyping, Cross-Functional Collaboration.

Olive concepts

Web Designer

February 2022 - December 2022 (11 months)

Surat

As a Web & UI Designer at Olive Concepts, I specialized in crafting visually appealing, user-friendly website templates using Adobe XD and Figma. Collaborating with cross-functional teams, I ensured seamless integration of functionality, aesthetics, and brand identity, driving enhanced user experience and engagement across diverse digital platforms.

My portfolio includes 40+ templates spanning industries like e-commerce (Organic Store, Coffee House), hospitality (Restro Reel, Salon Studio), wellness (Yoga Meditation, Cross Fit), education (Learning Center, Educo), marketing (Digital Buddy, SEO X-PERTs), legal (Capital Law, Truelaw), healthcare (Medical Clips), real estate (Dream Estate, Broadleaf Homes), travel (Tourvel), services (House Cleaning, X-Plumbing), tech (Cyber Security, GOVPN), automotive (Autotrade, Speedup Christmas), construction (Quality Build, X-Roofing), energy (S Energy Solar), and creative agencies (Xross Agency, The Artsy Photography).

These projects honed my skills in responsive design, component libraries, and rapid prototyping for scalable, conversion-focused solutions—including seasonal variants like Christmas editions.

Key Achievements

Delivered versatile templates reducing client setup time by 30% via reusable components.

Optimized UX for mobile-first experiences across 20+ niches.

Streamlined design handoff with developer-friendly specs.

Skills Applied

Tools: Adobe XD, Figma.

Expertise: Responsive layouts, UI systems, cross-industry adaptability.

WebDask

Game Designer

October 2021 - May 2022 (8 months)

Bengaluru

As a Game Designer at WebDask, I channeled creativity into designing engaging educational games for young children, blending fun with learning. Using Illustrator, Photoshop, Figma, and After Effects, I crafted interactive visuals and animations that captivated kids while delivering educational value. Collaborating remotely with cross-functional teams, I ensured timely delivery of high-quality designs that met company standards and surpassed client expectations.

Key projects included a coloring game with intuitive palettes and rewards to spark creativity; a drawing game featuring guided tools and real-time feedback for skill-building; and children's learning games incorporating puzzles, ABCs, numbers, and shapes with vibrant, age-appropriate interfaces. These experiences honed my ability to translate concepts into polished prototypes, optimizing for touch-friendly mobile play and seamless user progression.

This role strengthened my expertise in game UI/UX, motion design, and child-centered principles, preparing me to create impactful digital experiences.

Key Achievements

Delivered 3+ educational games boosting user engagement through iterative testing.

Streamlined remote workflows, reducing design cycles by 20% via Figma prototypes.

Enhanced learning outcomes with interactive elements tailored to ages 3-7.

Skills Applied

Tools: Illustrator, Photoshop, Figma, After Effects.

Focus: Game UI/UX, animations, child psychology in design.

Processes: Remote collaboration, prototyping, client feedback integration.

Liberty Infoscience

Junior UI/UX Designer

August 2019 - February 2022 (2 years 7 months)

Surat

- Designed user interfaces for apps and websites using Adobe Photoshop, XD, and Figma. During my tenure at the institute, I specialized in UI/UX design and website development, delivering intuitive interfaces for apps and web platforms. I designed user interfaces for mobile apps and websites using Adobe Photoshop, XD, Illustrator, and Figma, focusing on responsive layouts that prioritize usability and visual appeal. Conducting thorough user research, including surveys and usability testing, enabled me to refine designs, boosting customer satisfaction and engagement.

Key projects included the UI for a guide app, emphasizing seamless navigation and user flow. I created customized festival template apps with culturally resonant visuals and adaptive designs. Additionally, I developed website templates for a Themeforest-style platform—a marketplace for downloadable templates—prototyping complete responsive sites in Adobe XD, Photoshop, and Illustrator to ensure cross-device compatibility.

Collaborating with cross-functional teams, I translated research insights into actionable design solutions, aligning aesthetics with functionality. This hands-on experience honed my ability to meet deadlines, iterate based on feedback, and deliver user-centered products that drive results.

Key Achievements

Enhanced app usability through research-driven iterations, improving user retention.

Produced 20+ templates for festival and marketplace apps, optimized for mobile and desktop.

Streamlined prototypes from wireframes to high-fidelity designs, reducing development time.

Tools & Skills Applied

Design Software: Adobe XD, Photoshop, Illustrator, Figma.

Web Tech: HTML, CSS, JavaScript for interactive prototypes.

Processes: User research, wireframing, collaboration via team sprints

- Conducted user research to enhance customer satisfaction and usability.
- Collaborated with cross-functional teams to implement design solutions.

Creative Design & Multimedia Institute

Trainee

September 2018 - May 2019 (9 months)

Surat

During my training at the Creative Design & Multimedia Institute, I gained hands-on expertise in design and development tools, boosting my creative and technical abilities. I mastered Adobe Photoshop, XD, and Illustrator for diverse graphic and UI projects, while building responsive front-end websites with Dreamweaver, WebBuilder, HTML, CSS, and JavaScript to deliver functional, user-friendly interfaces. Team collaboration fostered innovation, aligning designs with shared goals.

I delved into Adobe Creative Suite, honing UI/UX and web principles through projects like visiting cards, banners, flyers, GIFs, and full UI mockups in Photoshop and XD. These efforts integrated aesthetics with usability, emphasizing brand identity, visual hierarchy, and cross-platform adaptability to meet client needs effectively.

This training sharpened problem-solving, creativity, and deadline management, providing end-to-end process insights—from ideation to execution—preparing me for professional design and web development roles.

Key Projects

Created marketing assets (banners, flyers, GIFs) and UI mockups for real-world applications.

Developed responsive websites emphasizing user-centric layouts and interactivity.

Explored branding through visiting cards and adaptive designs.

Skills Gained

Tools: Photoshop, XD, Illustrator, Dreamweaver, WebBuilder.

Technologies: HTML, CSS, JavaScript.

Soft Skills: Teamwork, UX principles, deadline-driven execution.

Education

Dr. A.P.J. Abdul Kalam Technical University

Diploma of Education, Computer Engineering · (2016 - 2019)