

Ishan Gupta

UI/UX Designer

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Profile Summary

- UI/UX Designer with 5 years of experience in designing scalable and responsive web and mobile applications.
- Strong skills in Figma, Adobe Illustrator, Adobe Photoshop, InVision, Framer, Adobe XD, Blender, Unity.
- Adept in UI/UX design with Figma, capable of leading branding-oriented and user-focused design projects from concept to deployment.

Experience

Edwance.ai - UI/UX Designer - Intern

January 2025 – Present

- Leading the end-to-end UI/UX design of Edwance.ai's landing page and dashboard, creating intuitive user experiences and beautiful interfaces.
- Contributing to the product's growth from concept to a fully scaled service with production-ready UI designs.
- Working closely with development teams to ensure seamless design implementation and responsive layouts.

Tangle - UI/UX Designer (Freelance)

October 2024 – Present

- Designing the complete user experience for Tangle's MVP, from initial wireframes to high-fidelity prototypes for a funded startup.
- Focusing on creating seamless cross-platform user journeys and modern interface design.
- Delivering visually engaging and user-friendly interfaces built for rapid iteration and feature expansion.

Insyd - UI/UX Designer - Founder (Freelance)

January 2024 – April 2024

- Designed the complete user experience and visual identity for the Insyd app from concept to launch.
- Created a sleek, nightlife-focused design that prioritizes user engagement and brand recognition.
- Handled end-to-end UI/UX design, branding, and strategy for the mobile application.

Cradle - UI/UX Designer (Freelance)

June 2022 – November 2022

- Designed the complete digital design presence for Cradle's e-commerce platform, creating a bold athletic aesthetic.
- Designed comprehensive design system that enhanced the brand's online presence and user experience.
- Focused on smooth shopping experience and strong visual appeal across all touchpoints.

Res&Cafe - UI/UX Designer (Freelance)

September 2021 – February 2022

- Designed the UI/UX for Res&Cafe's digital restaurant menu and ordering app, creating an intuitive interface.
- Streamlined the dining experience for both dine-in and takeaway customers through thoughtful design.
- Created wireframes, prototypes, and final designs that enhanced the overall dining experience.

Unmesa.ai - UI/UX Designer - Founder (Freelance)

March 2021 – August 2021

- Designed the end-to-end user experience for Unmesa.ai's AI-powered productivity platform.
- Created landing page, mobile and web application, and social media creatives with cohesive blue gradient design system.
- Designed user-friendly dashboards, task management flows, and productivity tools with clean layouts and smooth navigation.

DesignCraft Studio - UI/UX Designer - Intern

August 2020 – January 2021

- Designed user interfaces and user experiences for various client projects at DesignCraft Studio.
- Gained foundational experience in wireframing, prototyping, and creating responsive designs across different industries.
- Developed skills in modern design tools and user-centered design principles.

Projects

Insyd - Nightlife Discovery App

- Designed a fully responsive mobile application for sending and managing clubbing invites.
- Created sleek, nightlife-focused interface using Figma and Adobe Illustrator.
- Designed real-time interaction features and event creation flows with user-centered approach.
- Tools: Figma, Adobe Illustrator

Tangle - Social MVP App

- Designed the complete user experience for Tangle's MVP for a funded startup.
- Created wireframes, prototypes, and high-fidelity designs with modern interface design principles.
- Delivered polished cross-platform app experience with seamless user journeys.
- Tools: Figma, InVision, Sketch

Cradle - E-Commerce Platform

- Designed a full-stack e-commerce website for athletic fashion with bold, athletic aesthetic.
- Created comprehensive design system with product pages, cart, checkout, and admin tools.
- Focused on branding-first visual style and seamless usability across all touchpoints.
- Tools: Figma, Blender, Adobe Illustrator

Res&Cafe - Restaurant Menu App

- Designed a digital restaurant menu and ordering app interface focused on smooth user navigation.
- Created wireframes, mockups, and high-fidelity designs tailored for mobile and tablet experiences.
- Focused on clean aesthetics, responsiveness, and minimalistic user journey for food browsing and ordering.
- Tools: Figma, InVision

Unmesa.ai - AI Productivity Platform

- Designed the end-to-end user experience for an AI-powered productivity platform.
- Created landing page, mobile and web application, and social media creatives with cohesive design system.
- Designed user-friendly dashboards, task management flows, and productivity tools with modern interface design.
- Tools: Figma, Adobe Illustrator, Sketch

Gennext IT - Company Website

- Designed the complete user experience of the company's official website with modern, responsive interface.
- Created clear user flows and intuitive navigation to enhance user engagement.
- Ensured brand's professionalism and services were effectively communicated through thoughtful design.
- Tools: Figma, Sketch

Technical Skills

Design Tools: Figma, Adobe Illustrator, Adobe Photoshop, InVision, Framer, Adobe XD

Additional Skills: Blender, Unity, React, Next.js, TypeScript, Tailwind CSS

Education (2023 - Present)

Bachelor's in Computer Applications, Jaypee Institute of Information Technology

- Relevant Coursework: Web Development, Data Structures, UI/UX Design