RAHUL DHIMAN

UX/UI DESIGNER

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UX/UI Designer with hands-on experience in user research, information architecture, wireframing, and usability testing. Focused on designing clear, intuitive solutions based on real user needs.

SKILLS

Soft

- Problem-solving
- Communication
- User-focused decision-making

Technical

- User research (interviews, surveys, observation)
- Information architecture
- UI design
- interaction design
- Usability testing

EDUCATION

Bachelor's Degree in Design (UX/UI)
Chitkara University
2023 – 2027

Secondary Education (CBSE)
Ishwar Singh Dev Samaj Senior Secondary School
2020 – 2022

EXPERIENCE

Developed end-to-end UX solutions for platforms in logistics, transportation, education, and campus management.

- Conducted user research to identify user needs, behaviors, and pain points
- Defined clear problem statements and design objectives based on research insights
- Performed usability testing and iterated designs based on user feedback
- Maintained consistency, clarity, and usability across all interfaces
- Documented design decisions and clearly communicated design rationale during reviews
- Simplified complex workflows into structured user journeys and task flows
- Created wireframes, interactive prototypes, and high-fidelity UI designs

KEY PROJECTS

07 APR-16 MAY
ScrapSync – Reverse Logistics Platform Built end-to-end UX flows for scrap management and coordination, improving operationalunderstanding and workflow transparency.

11 AUG-05 SEPT
SeeBeyond – Education Experience Platform
Structured content and user journeys to support students in comparingstudy-abroadopportunities and making informed decisions.

15 SEPT-17OCT
Fyndo – Campus Lost and Found App
Designed reporting and retrieval flows that improved communication, itemtraceability,