

Kanisha Bhojak

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Summary

Creative and results-driven UX/UI Designer with over 1.5 years of professional experience designing intuitive interfaces and enhancing user experiences for mobile and web applications. Skilled in prototyping, user research, and graphic design, with a strong foundation in front-end development. Dedicated to delivering customer-centric solutions through collaborative teamwork and innovative thinking.

Education

- **Canadore College**
Postgraduate Degree, Mobile Application Development
May 2024 - December 2024
 - **Canadore College**
Postgraduate Degree, Information Technology Project Management
May 2023 - December 2023
 - **Gujarat University**
Bachelor of Applied Science (BASc), Information Technology
2019 - 2023
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Work Experience

UX/UI Designer

BatBall11 – India

July 2021 – February 2023

- Designed and optimized user interfaces for a fantasy sports platform, improving user retention by 25%.
- Conducted user research and usability testing to identify pain points and enhance overall user satisfaction.
- Collaborated with the development team to ensure seamless implementation of designs using Agile methodologies.
- Created prototypes and wireframes using tools like **Figma** and **Adobe XD** to visualize design concepts.

Graphic Designer / UX/UI Designer (Internship)

Fantafeat Enterprise – India

January 2021 – June 2021

- Designed promotional graphics, UI elements, and user interfaces for mobile apps.

- Assisted in wireframing and prototyping, ensuring alignment with the company's branding.
 - Coordinated with cross-functional teams to deliver projects on time while adhering to quality standards.
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Skills

UX/UI Design

- Wireframing and prototyping: **Figma, Adobe XD**
- User research and usability testing
- Micro-interactions and animation design

Front-End Development

- Proficient in **HTML, CSS, JavaScript**
- Experience with responsive design frameworks like **Bootstrap**

Graphic Design

- Expertise in tools: **Adobe Photoshop, Adobe Illustrator, Canva**
- Strong eye for typography, color theory, and visual hierarchy

Development Practices

- Agile methodologies and collaboration
 - Version control: **Git/GitHub**
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Projects

1. Interactive Data Visualization Dashboard

- Built a dynamic, interactive dashboard for visualizing real-time data using React.js and D3.js.
- Designed modular and maintainable components, ensuring scalability for future data sets.
- Implemented a clean, user-friendly interface, improving the customer experience.

2. Bug Tracker Application

- Developed a bug-tracking system using JavaScript and TypeScript, enabling teams to log, update, and resolve bugs effectively.
- Integrated user authentication and role-based access controls for secure usage.
- Focused on delivering maintainable and extendable code for easy feature additions.

3. Responsive E-Commerce Platform

- Created a responsive e-commerce website using HTML, CSS, and React.js, featuring a product catalog, shopping cart, and checkout process.
- Collaborated with a team to ensure code quality through regular code reviews.
- Applied UX best practices to optimize the site for customer satisfaction and conversion rates.

4. Real-Time Weather App

- Developed a weather forecasting app using JavaScript and OpenWeather API, featuring real-time weather updates and dynamic UI changes based on conditions.
- Focused on delivering a mobile-first design, ensuring accessibility across devices.

Interests

- Experimenting with interactive UI components and animations.
- Staying updated with emerging trends in UX/UI design and front-end technologies.
- Advocating for inclusive and accessible design principles.