RAI RABINS

UX ENGINEER | MOTION DESIGNER

I specialize in design thinking and minimalist design principles, striving to create designs that are simple, elegant, and effective. Working with design systems and transforming static design elements into interactive code components is what make.

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www.rabinsrai.com.np

Kathmandu, Nepal

EDUCATION

BSc (Hons) Computer Science
University of Wolverhampton
2022

Diploma in IT
Herald College Kathmandu
2020

GCE A Levels
Trinity International College
2019

INDUSTRY KNOWLEDGE

- Empathy
- UX/UI Design Principles
- Design Thinking
- HTML, CSS, & JavaScript
- Version control
- Agile
- Scrum

LANGUAGE

English ●●●●○
Nepali ●●●●●
Japanese ●●○○○

HOBBIES

- Reading Books
- Watching Anime
- Running
- Swimming
- Basketball
- Playing Drums

LinkedIn

/kingrabins

TECHNICAL SKILLS

DESIGN TOOLS	Figma, Adobe Illustrator, After Effects
USER RESEARCH	Design Thinking, Empathy, User Centered Design
WEB FRAMEWORKS	HTML, CSS, JS, Tailwind CSS, React Storybook
PM TOOLS	Asana, ClickUp, Jira, Version Control
AGILE METHODOLOGIES	Scrum, Kanban

EXPERIENCE

Danson Solutions
UX/UI Designer
June 2022 - Present, Nepal

Key Responsibilities:
- Creating user flows, wireframes, high fidelity prototypes and mockups for websites and mobile application.
- Creating characters, props, levels, settings and environments for new games.
- Training interns and junior designers to help with various projects
- Actively participating in all the internal team meetings in a timely manner
- Being a team player

Game Designer
June 2022 - Present, Nepal

Key Responsibilities:
- Creating user flows, wireframes, high fidelity prototypes and mockups for websites and mobile application.
- Creating characters, props, levels, settings and environments for new games.
- Training interns and junior designers to help with various projects
- Actively participating in all the internal team meetings in a timely manner
- Being a team player

Finnove Technologies
Associate UI Designer & Frontend Developer
Aug 2021 - May 2022, Nepal

Key Responsibilities:
- Created user flows, wireframes, high fidelity prototypes and mockups for websites and mobile application. Also made applications using Flutter as software development kit SDK.

Graphic Designer & UI/UX Intern
May 2021 - Aug 2021, Nepal

Key Responsibilities:
- Created concepts, graphics and layouts for product illustrations, social media, company logos and websites.

Task Defender
UI/UX Designer
Dec 2021 - Jan 2022, Australia

Key Responsibilities:
- Collaborated with clients and users to provide the best user experience for web and mobile. With User-centered design (UCD) creating hi-end mockups and prototyping designs for web and mobile.

UI Visuals Community
Design Lead | Comunity Leader
Dec 2020 - May 2022, Nepal

Key Responsibilities:
- Design Lead and Community Leader at the Design Department of the UI Visuals Community which is one of the Herald DevCorps. Collaborated with the teams to grow skills and achieve community goals through design and research.