

Krishna Mangukiya

UI/UX & Graphic Designer

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PROFILE

Passionate and detail-oriented **UI/UX & Graphic Designer** with **6+ months of experience** crafting engaging, user-centered designs for **web** and **mobile applications**. Skilled in transforming complex ideas into intuitive and visually appealing interfaces using tools like **Figma**, **Adobe XD**, and **Illustrator**. Experienced in **wireframing**, **prototyping**, **user research**, and **design systems** to ensure seamless and consistent experiences across platforms. Adept at applying **UX principles**, **visual hierarchy**, and **interaction design** to deliver products that balance aesthetics with functionality. Driven by creativity and curiosity, I focus on building impactful, scalable designs that align with business goals and enhance user satisfaction.

- **User Research & Analysis:** Conducted in-depth **user interviews**, **surveys**, and **usability testing** to understand user behavior, pain points, and goals. Skilled in translating research insights into actionable design strategies that enhance engagement and overall experience.
- **Wireframing & Prototyping:** Experienced in creating **low to high-fidelity wireframes** and **interactive prototypes** using **Figma** and **Adobe XD**. Focused on designing intuitive flows and clear visual hierarchies to ensure seamless navigation across web and mobile applications.
- **Visual Design & Branding:** Developed visually consistent design systems and style guides to maintain **brand identity** across all platforms. Skilled in using **Illustrator** and **Photoshop** for creating icons, graphics, and marketing visuals that elevate brand perception.
- **Design Systems & Components:** Built scalable and reusable **UI components** and **design systems** to maintain consistency, efficiency, and collaboration across large design projects. Experienced in working with **Auto Layout**, **Variants**, and **Component Libraries** in Figma.

Technical Skills

Figma

Adobe Photoshop

Adobe Illustrator

UI Design

UX Research

Wireframing & Prototyping

Design Systems

Visual Design

Responsive Web Design

User Flow Mapping

Brand Identity Design

Soft Skills

- Creative Thinking
- User Empathy
- Design Thinking
- Attention to Detail
- Team Collaboration
- Communication
- Time Management
- Adaptability
- Problem Solving
- Research & Innovation

- **Interaction & Motion Design:** Added depth to user experiences through **micro-interactions** and **prototype animations**, improving usability and delight. Proficient in using **Figma Smart Animate**, **Protopie**, and **After Effects** to bring interfaces to life.
- **Usability Testing & Feedback Iteration:** Executed iterative design testing cycles to validate concepts, measure performance, and optimize usability. Applied **heuristic evaluation** and **A/B testing** techniques to refine UI decisions and improve conversion rates.
- **Collaboration & Handoff:** Worked closely with developers using **Figma Dev Mode** and **Zeplin** for smooth design handoff. Collaborated with **product managers** and **marketing teams** to align design goals with business objectives and product strategy.
- **Research & Innovation (R&D):** Continuously exploring **emerging design trends**, **AI-assisted UX tools**, and **behavioral design patterns** to create future-ready, scalable, and emotionally intelligent user experiences.

EXPERIENCE

UI/UX & Graphic Designer

Workdo Solutions Pvt. Ltd. — Surat, Gujarat, India

June 2025 – February 2026

Project:

Worked on a large-scale ERP system and multiple web applications with an integrated admin panel. The project included end-to-end UI/UX design from login to logout flows, covering 250+ responsive screens with user-friendly layouts, data-driven dashboards, and interactive components. I created custom UI elements, branding visuals, and prototype animations to enhance usability and maintain overall design consistency.

Key Modules & Responsibilities:

- **UI/UX Design & Prototyping:** Designed and prototyped complete ERP modules and admin dashboards using **Figma** and **Framer**. Focused on user journey mapping, seamless navigation, and responsive layouts across devices.
- **Web & Admin Panel Design:** Created interactive and scalable web app interfaces with clean typography, well-defined hierarchy, and intuitive control placement, ensuring consistent UX across all user roles.
- **Visual Design & Branding:** Designed **custom illustrations**, icons, and marketing visuals using **Adobe Illustrator**, **Photoshop**, and **Canva**, maintaining brand alignment throughout the platform.
- **Responsive Design:** Implemented adaptive layouts and components optimized for desktop, tablet, and mobile interfaces, ensuring accessibility and usability across devices.
- **Design Systems & Consistency:** Developed a structured design system with reusable components, color palettes, typography styles, and UI guidelines to maintain design consistency across 400+ screens.
- **Prototyping & Animation:** Built interactive prototypes and micro-interactions using **Figma Smart Animate** and **Framer Motion**, improving the visual flow and user experience.

- **Collaboration & Feedback:** Worked closely with the development team to ensure accurate design implementation and collaborated with management to refine UI according to client feedback and usability reviews.
- **Research & Improvement:** Analyzed ERP workflows and user pain points to simplify complex data views into intuitive dashboards, improving task efficiency and product usability.

PROJECTS

Grocery Mart — Mobile Application

Nov 2024 – Jan 2025

Tools & Technologies: Figma, Adobe Illustrator, Photoshop, Canva, Framer

- Designed a complete **Grocery Mart mobile application** focused on enhancing online grocery shopping with a seamless and modern interface.
- Created **fully customized UI layouts** and **interactive prototypes** covering all key user flows — login, product listing, cart, checkout, and order tracking.
- Built **responsive and scalable mobile screens** optimized for both Android and iOS, ensuring smooth usability and accessibility.
- Defined the **visual style guide**, color palette, and typography system to maintain a consistent, appealing brand identity across the app.
- Designed engaging **illustrations and icons** for product categories, offers, and delivery tracking using Illustrator and Canva.
- Applied strong **UX research** and **information architecture** to create intuitive navigation and reduce user friction during checkout.
- Developed **animated interactions** and transitions in Framer and Figma Smart Animate to enhance micro-interactions and user delight.
- Presented multiple **design iterations** and collected feedback from peers to refine usability and optimize layout structure.

Impact: Delivered a polished, user-centered mobile app prototype demonstrating end-to-end design capability — from research and UX flow mapping to high-fidelity UI and animation. Strengthened skills in mobile UX design, visual branding, and prototyping.

EDUCATION

2022–2025

V.N.S.G.U University, Surat, Gujarat

Bachelor Of Computer Application(BCA)

2021–2022

Akshar Jyoti high School, Surat, Gujarat

Higher Secondary Certificate (HSC)

2019–2020

Akshar Jyoti high School, Surat, Gujarat

Secondary School Certificate (SSC)