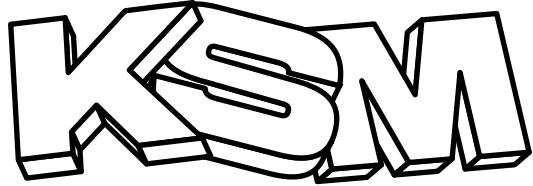


# KUNWAR MANSHAHIA

UX/UI & Graphic Designer



## about

Communicative designer driven by stories, emotions, research, and composition. Drawn to work with depth and character; aiming to create experiences that feel natural, engaging, and connected to the user.

## education

September 2024 - May 2026

British Columbia  
Institute of Technology  
Digital Design & Development,  
Diploma

## skills

Figma, Adobe After Effects,  
Illustrator, InDesign, Photoshop,  
Premiere Pro, Canva

HTML, CSS, JavaScript, React

User-based Design,  
Wireframing, Prototyping,  
Layout Design, Motion Design,  
Typography, Colour Theory

Branding, Google Analytics, SEO

## languages

English (Native)  
Punjabi (Native)  
Hindi (Fluent)

## academic projects

BCIT Digital Design and Development • 2024 - 2026

### Forge – UX/UI & Motion Design

Designed a mobile app focused on helping highschool students transition into trades. Conducted user research and analysis to identify gaps in the trades job market, access to job information, and mentorship. Developed user flows, wireframes, and concepts for onboarding, profile creation, job discovery, and guided business setup using Figma. Created motion graphic assets for an interactive map feature using Adobe After Effects. Applied agile framework with the team to collaborate on the product through ethical and systems-based design thinking.

### Mosaic – UX/UI & Graphic Design

Designed a mobile app for emerging designers to build portfolios through scenario prompts. Led usability testing and analysis to identify onboarding and navigation issues. Created user flows, low to high fidelity wireframes, and prototypes for project creation, saving, and customization using Figma. Contributed to visual design by designing character avatars using Photoshop.

### GAdventures – Graphic Design

Designed a multi-page travel brochure for GAdventures. Created a layout in InDesign, edited images in Photoshop, and created graphics in Illustrator. Focused on typography, colour theory, and composition to produce a polished and engaging piece.

## work experience

### Emily Carr University – Administrative Assistant

Vancouver, BC • May 2023 - July 2024

Designed a mobile app for emerging designers to build portfolios through scenario prompts. Led usability testing and analysis to identify onboarding and navigation issues. Created user flows, low to high fidelity wireframes, and prototypes for project creation, saving, and customization using Figma. Contributed to visual design by designing character avatars using Photoshop.