





Manoj Kumar


UI/UX Designer

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 Chennai

 19-02-1998

 Indian

PROFESSIONAL SUMMARY

UI/UX Designer with over 3 years of experience in designing and developing user-friendly web and mobile interfaces. Skilled in creating responsive UI using HTML5, CSS3, JavaScript, and React.js, with expertise in Figma for wireframing and high-fidelity prototypes. Proficient in user research, design systems, interactive mockups, and front-end implementation. Experienced in cross-functional collaboration, usability testing, and creating accessible, pixel-perfect interfaces. Strong understanding of design thinking, component-based development, and modern UI/UX best practices. Proven ability to deliver engaging digital experiences aligned with user needs and business goals.

SKILLS

HTML5CSS3JavaScriptjQueryAJAXJSONGITBootstrapReact JSFIGMACanva

PhotoshopWireframingUser researchDesign thinking

EXPERIENCE

UI/UX DESIGNER, Chennai, Tamil Nadu

Touchmark Descience Pvt Ltd, November 2023–Present

- Conducted user research through stakeholder interviews, heuristic evaluations, and usability audits to drive UX decisions.
- Designed pixel-perfect web and mobile UI using Figma and React.js, following mobile-first and accessibility-first principles.
- Created mixed-fidelity interactive prototypes and proofs of concept for internal dashboards and payroll modules.
- Integrated REST APIs and implemented modular React components for enhanced scalability.
- Explored the use of AI-based personalization features in the UI for a more immersive user experience.

SOFTWARE TRAINEE, Chennai, Tamil Nadu

Active Vertex Private Limited, March 2022–August 2023

- Participated in UX discovery activities, contributed to journey mapping and research documentation.
- Designed admin dashboards and mobile-first responsive designs using Figma and Bootstrap.
- Assisted in usability testing cycles, bug logging, and final implementation reviews for Android/iOS apps.
- Worked closely with developers to translate wireframes into functioning code using HTML5, CSS3, and jQuery.

EDUCATION

BE IN MECHANICAL ENGINEERING, Palani

Sri Subramanya College of Engineering, April 2019

HSC IN BIOLOGY, Palani

Swamy Matriculation Higher Secondary School, March 2015

SSLC IN BIOLOGY, Palani

Swamy Matriculation Higher Secondary School, March 2013

SELECTED UX ACHIEVEMENTS

- Created low-fidelity wireframes both by hand and using Figma to conceptualize user flows before moving into high-fidelity prototypes.
- Designed intuitive and interactive user interfaces focused on usability and engagement across web and mobile platforms.
- Developed animated GIFs using PowerPoint for micro-interaction previews and visual storytelling during user demos.
- Crafted custom vector-based icons tailored to specific project themes, ensuring visual consistency and brand alignment.
- Led the UI design for end-to-end applications including dashboards, quiz modules, and admin panels with a focus on clarity and responsiveness.
- Implemented pixel-perfect, mobile-first UI designs with consistent component styling and layout grids in Figma.
- Translated user research insights into visual mockups, wireflows, and journey maps to inform UX decisions.
- Applied design thinking principles to reframe complex workflows into simplified, user-friendly screen flows.
- Delivered style guides and reusable design assets for developer handoff and ensured consistency across sprints.
- Designed onboarding experiences and interaction patterns that reduced user friction and improved retention.
- Created responsive design systems with scalable components for rapid prototyping and reuse.
- Contributed to UI ideation for immersive designs including finance apps, digital wallets, and payroll tools with AI-assisted features.