

Milan Manandhar

UI/UX Designer

I have worked as a Senior UI/UX Designer for web and mobile platforms, with over 15 years of experience in design. I am passionate about design and dedicated to bringing my clients' visions to life. I strive to meet their exact needs to deliver dream-come-true results. Bringing ideas to life is what I enjoy the most.

Work Experience

Design Expert

December '20 - Present

B12

- Read and interpreted customer briefs.
- Used B12's design suite to create initial websites for customers based on drafts generated by B12's AI.
- Worked closely with the customer success team & other design experts to focus on design.
- Made improvements for customers, including small changes and complex customizations or design enhancements.

UI/UX Designer

March '12 - Present

Source Taggers

- Gathered and evaluated user requirements in collaboration with product managers and engineers. Planned website or mobile app designs, functionality, and navigation.
- Developed UI mockups, and prototypes illustrating site functionality & appearance. Wireframed, designed in Figma/Adobe XD, coded in HTML/CSS/JS. Managed composition, color, illustration, typography & branding.
- Reviewed the user experience with multiple teams and made necessary edits to address technical or business concerns.
- Worked with distributed teams using GIT for version control, Slack for communication, and Trello for project management.

Senior Product Designer

Dec '13 - July '19

Clickagee

- Led the end-to-end design processes for multiple product lines, consistently delivering innovative and user-centric solutions. Also, led the design of the company's flagship product, "Patientmatic," an all-inclusive dental platform.
- Managed a cross-functional team including UX/UI designers, front-end developers, and QA engineers to ensure a cohesive and efficient product development process.
- Collaborated closely with product managers and engineers to ensure seamless integration of design solutions into the development process.
- Implemented and iterated on design prototypes, using tools such as Adobe XD to effectively communicate design concepts. Designed and delivered intuitive and visually appealing solutions for mobile apps, websites, and branding materials.

Graphics Designer

Feb '12 - Feb '14

Muzbuzz Monthly Magazine

- Worked as the supervisor of the creative aspects of a project, developing artwork and layouts for print and digital signage, banners, album covers, publications, and flyers.
- Utilized Adobe Photoshop & InDesign to design 6 volumes of the magazine. Marked up, pasted, and assembled final layouts to prepare for the printer.

Web Designer

March '08 - Feb '12

Prax Computers

- Created PSDs for visual layout of web pages and converted each design into HTML & CSS. Manually changed/added HTML and CSS. Tested and improved the design of the website.
- Worked with front-end web developers to deploy designs.

Education

BSc Hons. in Computing











Islington College, London Metropolitan University

- Developed technical and non-technical skills necessary to demonstrate a professional attitude and work successfully in Software Development, Information Systems, Networks and Distributed Systems, and Internet Computing Systems.

Industry Knowledge

- UX/UI Design
- Mobile App Design (iOS & Android)
- Responsive Web Design
- Logo Design & Branding
- Wireframing & Prototyping
- Interaction Design
- Web Application Design
- Dashboard Design
- SaaS & CRM Software Design
- Print Design

Tools & Technologies

 html5 + CSS + js	 Adobe XD
 Adobe Photoshop	 Adobe Illustrator
 Adobe Indesign	 Adobe Creative Suite
 Figma	 PHP
 WordPress	 Miro

Contact

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