



## ABOUT ME

Hello! I'm Naveen, A User Experience Designer  
Located In India, Boasting 2.5 Years Of  
Experience In Digital Projects.

I'm Always Eager To Learn And Grow,  
Balancing The Big Picture With Attention To  
Detail.

## SKILLS

### CAPABILITIES

Problem Finding  
Problem Framing  
Solution Shaping  
Solution Pitching

### TOOLS

Figma  
Creatie.Ai  
Adobe Xd  
Photoshop  
Canva  
Miro  
Invision  
Notion

### PROGRAMING

Html5  
Css  
Bootstrap  
Ionic  
React

## LANGUAGE

English Professional  
Tamil Native

# Naveen Kamaraj

UI UX Designer

Chennai, Tamilnadu, India

**Naveenportfolio05.Web.App**

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## EXPERIENCE

### UI UX Designer

Motherson Technology Services Ltd. - Chennai, India (Sep,2023-Present)

(Roles And Responsibilities)

- Conducted User Research For Various Applications To Understand User Needs And Pain Points.
- Gathered Requirements Based On Project Specifications.
- Designed Initial Sample Applications For Client Approval And Iteration.
- Created Wireframes, Information Architecture, And User Personas To Define The Application's Structure And Target Audience.
- Conducted SWOT Analysis To Identify Strengths, Weaknesses, Opportunities, And Threats For The Application.
- Developed Prototypes To Visually Represent User Interaction And Functionality.
- Collaborated With Developers, Providing Design Assets And Instructions For Implementation.
- Delivered Final Applications (APK For Mobile Apps, Websites For Desktops) To The Project Manager.

### UI UX Developer

InventSoftLabs India Private Ltd. - Chennai, India (Mar,2021-Aug,2023)

- **Front-End Developer (1 Year):** Developed And Maintained User-Facing Web Applications Using Ionic, HTML, And CSS. Contributed To Various Web Development Projects.
- **UI/UX Designer (1 Year):** Transitioned Into Design After Completing An Online Course. Designed And Implemented User Interfaces (UI) And User Experiences (UX) For 2 Mobile Applications And 2 Websites, All Currently Live. Utilized Figma As The Primary Design Tool.

## LATEST PROJECTS

### PRIVALITE Mobile App (End-to-End Design) | Motherson Project | 2023-2024

**About Project:** Designed A Mobile App To Control Smart Window Tinting For Homes And Offices, Offering Personalized Control Over Privacy, Light, And Temperature.

- Conducted User Research To Understand User Needs And Preferences For Tint Adjustment.
- Designed And Iterated On The App's Information Architecture And User Interface For Intuitive Navigation And Control.
- I Can Create A Wireframe To Visually Represent The Layout And User Interface (UI) Elements.
- Created Interactive Prototypes To Test And Refine The App's Functionality For A Seamless User Experience.



## KEY SKILLS

User Research

User Personas

Workflow Diagram

Wireframing

Usability Testing

User Journeys

Information Architecture

Prototyping

Mockup Designing

User Interface Design

Responsive Design

Agile Methodologies

Graphic Design

Icon Design

## LINKEDIN

[Linkedin.Com/In/Neevank/](https://www.linkedin.com/in/Neevank/)

## LATEST PROJECTS

### DOFY Mobile App & Website (Electronics sales) | InventSoftlabs Project | 2022–2023

**About Project:** Application Focused On Selling Used Gadgets Conveniently. Users Can Sell Their Old Phones, Laptops, Tablets, And Smartwatches Through The App.

- Designed User Interfaces For Various Digital Products Such As Websites, Mobile Apps.
- Conducted User Research And Analysis To Identify User Needs And Pain Points.
- Designed Wireframes, Prototypes, And High-Fidelity Mockups Using Figma And Other Design Tools.
- Conducted Usability Testing And Incorporated Feedback To Improve Design Solutions.
- Worked Closely With Developers To Ensure Designs Were Implemented Accurately.

### TICKDOT Mobile App (Task Management) | InventSoftlabs Project | 2023

**About Project:** Build Product For Ourselves. Simple, Organize And Manage Team Tasks At One Place. All The Teams Can Manage The Task In Efficient Way And Get Things Done Together And Faster.

- Designed User Interfaces For Various Digital Products Such As Mobile Apps.
- Conducted User Research And Analysis To Identify User Needs And Pain Points.
- Designed Wireframes, Prototypes, And High-Fidelity Mockups Using Figma And Other Design Tools.
- Conducted Usability Testing And Incorporated Feedback To Improve Design Solutions.
- Worked Closely With Developers To Ensure Designs Were Implemented Accurately.

### KURALI Mobile App (Educational) | InventSoftlabs Project | 2022

**About Project:** The Thirukurral Project Offers A User-Friendly Platform For Children To Learn From Thiruvalluvar's Wisdom. It Simplifies The Search Process And Makes Exploring These Valuable Verses An Enjoyable Experience.

- Conducting User Interview, Capturing Requirements, Developing Use Cases, Diagramming Workflow & App Hierarchical Structure And Designing UI Mock-Ups For Demo.
- Providing Redesign Mock-Up And Proposing UI/UX Changes For The Next Release Writing Use Cases, Creating Screen Mockups And Designing Gestures To Interact With The App

## EDUCATION

### Bachelor Of Engineering – Mechtronics.

mahendra engineering collage – Namakkal (Aug,2020)

## CERTIFICATION

### Using AI In The UX Design Process

Linkedin Learning(Feb,2024)

### Figma For UX Design

Linkedin Learning(Jan,2024)