PASUPATHI P

UX/UI Designer

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CAREER OBJECTIVE

UX/UI Designer with a solid foundation in user interface design, wireframing, and prototyping. Proficient in tools such as Figma and Adobe Photoshop. Eager to apply strong design skills and creativity to create clean, user-friendly digital experiences. A fast learner with a passion for improving user interaction and visual appeal.

EDUCATION

B.E. Computer Science and Engineering   2020 – 2024
K.S.R. COLLEGE OF ENGINEERING, Tiruchengode
7.81 CGPA

HSC   2019 – 2020
Govt. Hr. Sec. School, Anthiyur
PERCENTAGE 70%

SSLC   2017 – 2018
Govt. Hr. Sec. School, A. Pudhupalayam
PERCENTAGE 71%

IT PROFICIENCY

I have completed my Mastery UX/UI Design Course at Web D School, Velachery.

SKILLS

Wireframing, Prototyping, Interaction Design, Visual Design, Design Thinking, Responsive Design, Design Systems.

TOOLS

Figma, Adobe Illustrator, Adobe Photoshop, Spline, Sketch, Miro AI, Dora AI, and Framer.

PROJECTS

SkillMatrix 🔗
"SkillMatrix" is an AI-based app that helps colleges manage student information easily. It tracks attendance, monitors performance, and gives career suggestions through personalized learning. The app connects students, teachers, and parents on one platform for smart and smooth communication.

Game Design 🔗
Legacy War is an epic superhero action game where players battle iconic villains with legendary Marvel heroes in cinematic missions across the universe.

VR Dashboard 🔗
Google Meet in VR is a virtual meeting platform where users join as avatars in customizable 3D spaces with interactive tools for a more natural and immersive collaboration experience.

LANGUAGES

- Tamil
- English