

Divya Kothari

UI / UX Designer

Passionate about smoothing out complex user interface, translating ideas into UI design, and creating interactions.

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Amsterdam, Netherlands 



Work Experience

SAAC , Breda

September 2023 – February 2024

Web designer

- Designing a web tool for SAAC under Tech labs project.
- I am responsible for the design process which includes interaction flow, wire-framing, low and high fidelity prototyping, delivering final design files to front end developers.
- I am collaborating with the product owner, mentors, all developers and data scientists.

Pasquil BV, Utrecht

December 2022 – April 2023

UX/UI designer

- Designed a risk management web application with another UX designer and a developer.
- I successfully delivered the project within the given time period with constantly communication with product owners about their demands and wishes.
- I presented wireframes, mockups and various High and low fidelity prototypes. I delivered my designs, logos, icons and stylesheet to the Developer successfully.

Hobby Projects

DK apps and games, Amsterdam

Capture path - Multiple platform Game

UX/UI designer and Product owner

- I designed entire game in Autodesk maya and unity 3D.
- Adobe photoshop is used for App store screenshots and few screens.
- Tools - Autodesk maya, Unity 3D, Adobe photoshop
- Communicated with developer till the final upload stage.

<https://apps.apple.com/us/app/capture-path-match-3/id1543767328>

Number slide - iPhone Game

UX/UI designer and Product owner

- I designed entire game in Sketch and Zeplin.
- Adobe photoshop is used for App store screenshots and few screens.
- Tools - Sketch, Zeplin, Adobe photoshop
- Communicated with developer till final upload stage.

<https://apps.apple.com/us/app/number-slide/id1608605648?platform=ipad>

Social

divyakothari.com/

linkedin.com/in/divyart/

dribbble.com/DivyART

Tools

Figma | Sketch | Zeplin

Photoshop | Affinity Designer

Autodesk maya | Unity 3D

Canva | Miro

HTML and CSS

Skills & Competencies

UI/UX Design

Wire framing

Prototyping

Interaction Design

Colour theory

Typography

Mock ups

3D designing

Presentation

Communication

Team collaboration

Unit converter - iPhoneApp

UX/UI designer and Product owner

- I designed iPhone app in Sketch and exported in Zeplin.
- Adobe photoshop is used for App store screenshots and few screens.
- Wire framing , mockups and prototyping.
- Tools - Sketch, Zeplin , Adobe photoshop
- Communicated with the developer till final upload stage.

<https://apps.apple.com/us/app/quick-unit-convert/id1458957344>

Education

Certification in UX/UI design

Techlabs , Rotterdam

September 2023 – February 2024

Certification in web and mobile design

Zero to mastery

March 2023 – October 2023

Certification in UX/UI design

Techlabs , Amsterdam

October 2022 – April 2023

Certification in Maya

MAAC , Hyderabad

September 2013 – October 2015

Bachelor of Pharmacy

HNB Garhwal University, India

April 2005 – April 2009

Interests

UI/UX | 3D design | Swimming | Arts |
Photography | Hiking

Language

Hindi
Native

English
Fluent

Dutch
Elementary

References

Radu Feflea
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Giuseppina Schiavone
giuseppina@negrello.org

Arvid Landwaart
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