Prasith Devanan

UI/UX Designer | Sr.Graphic Designer

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Creative and detail-oriented UI/UX Designer with a background in Graphic Design and 2+ years of professional experience. Skilled in crafting user-centered, visually appealing interfaces for web, mobile, and immersive technologies like Virtual Reality (VR) and Augmented Reality (AR). Adept in wireframing, prototyping, user research, usability testing, and cross-platform design using tools like Figma, Adobe XD, and Balsamiq. Committed to delivering responsive, intuitive solutions that meet both user and business needs.

TECHNICAL SKILLS -

- Interface Design
- User-Centered Design
- Prototyping
- Augmented Reality (AR)
- Virtual Reality (VR)
- User Testing
- Design Systems
- HTML/CSS(basic)
- User Persona
- UX Research
- Problem Solving
- Wireframing
- Animation
- Accessibility
- Product Ideas
- Photoshop
- Illustrator
- · Adobe XD
- Figma
- Spine

EXPERIENCE

Augray Private Limited — (UI/UX Designer)

(Apr 2024 - Present)

- · Designed immersive UI for AR and VR applications, optimizing usability for head-mounted devices and gesture-based navigation.
- · Created high-fidelity prototypes and interactive mockups using Figma to demonstrate behavior in 3D environments.
- Developed design systems and reusable UI components to streamline development.
- · Collaborated with cross-functional teams to develop scalable design systems and component libraries for AR/VR platforms.

Techie Hope Solutions — (Senior Graphic Designer)

(Apr 2022 - Nov 2023)

- · Delivered branding solutions including logo design, social media creatives, and marketing materials aligned with brand strategy.
- · Improved visual consistency across digital campaigns and enhanced brand recall using mood boards and style guides.

EDUCATION

Diploma in Mechanical Engineering — EIT Polytechnic College

(2017 - 2020)

Percentage: 73%

UI/UX Design Course — Fortune innovative

Aug 2023 - Jan 2024)

- Learned principles of design thinking, UX research, wireframing, and responsive web/mobile UI.
- Hands-on with Figma and Adobe XD to create user flows, high-fidelity screens, and interactive prototypes.

PORTFOLIO

Sehance — behance.net/prasithprasith1