

PRIYANKA PANDEY

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Hamburg, Germany



UI Designer

ABOUT

I am a UI/UX designer and I create intuitive user interfaces using Figma and Adobe XD. I started my career as a fashion designer and worked with multiple export houses as a fashion and graphic designer. My background in fashion design equipped me with skills that helped me in a seamless transition to UX and UI design, such as a keen eye for aesthetics, understanding of user preferences, creative problem-solving approach and past experience in Adobe tool suite.

EDUCATION

Careerfoundry

UI Design
2023

NIFT, New Delhi

Fashion Clothing and technology
2011

DDU Gorakhpur, University

Master's in clothing and textile
2008

UI SKILLS

- Wireframing
- Prototyping
- Typography
- Iconography
- Graphic design
- Style guides
- Design systems
- Employer branding
- Logos
- Infographics
- 3-D mockups

TOOLS

- Figma
- Adobe XD
- Photoshop
- Illustrator

SOFT SKILLS

- Empathy
- Active Listening
- Interpersonal Communication
- Creative Problem-Solving
- Collaboration
- Easily Adaptable
- Organization

UI DESIGN PROJECT

Dream Clothing, Responsive Clothing App | Career foundry case study
July 2023

- Designed high-fidelity screens, mockups, prototypes, and a comprehensive style guide based on stakeholder requests and end-user feedback.
- Emulated the Design-Thinking process to concept and create solutions for a completely original app.
- Designed and digitally created illustrations in procreate.

Heathy Kitchen, Responsive Recipe App | Career foundry case study
August 2023

- Applied a user-centered design process and mobile-first approach to design a responsive web app for finding and sharing recipes.
- Conducted competitive analyses, user interviews, surveys, and A/B testing to gather invaluable research data and develop personas, user flows, and sitemaps.

WORK EXPERIENCE

Podium Systems Private Limited,

Graphic Designer, Digital Marketing, Virtual | 2021

- social Media Marketing
- packaging design

National Centre For Design & Product Development,

Graphic Designer, Fashion Designer, Full Time | 2012-2014

- As a designer work in Design and Conceptualization, Market Research, forecasting, research trends, color, Pattern Making and Garment Construction, Material and Fabric Selection, Sketching and Rendering with also take a help of software like Photoshop and illustrator.