

Rajesh Kannan Loganathan

UX/UI Designer

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SUMMARY

Creative and detail-oriented UI/UX designer with 1.8 of experience translating complex ideas into intuitive and visually appealing user interfaces. Proficient in user-centered design principles, wireframing, prototyping, and usability testing. Skilled in collaborating with cross-functional teams to deliver high-quality design solutions that enhance user experiences and drive business objectives.

PROFESSIONAL EXPERIENCE

Coderzbot Innovations (1.8 + Years)

Chennai, Tamil nadu, India

UX/UI Designer

2022 - Present

- Collaborated with product managers, developers, and stakeholders to conceptualise and design intuitive user interfaces for web and mobile applications. Conducted user research and created personas, user flows, and wireframes to inform design decisions.
- Developed interactive prototypes using tools such as Adobe XD, Figma, and InVision to validate designs and gather feedback from stakeholders and users. Contributed to the establishment and maintenance of design systems to streamline workflows and maintain consistency across products.
- Iterated designs based on user feedback and usability testing results to continuously improve user experiences. Worked closely with development teams to ensure design implementation aligned with specifications and maintained design integrity.

PROJECTS

Human Resources Management System

2023 - Present

- The project serves as a holistic task management system, designed to streamline organizational workflows and enhance efficiency.
- Users have the capability to create organizations, and administrators can efficiently manage employees and assign tasks, ensuring a structured workflow.
- Task assignment offers versatility, allowing direct assignments, scheduled tasks, and bulk scheduling based on intelligent workload calculations.
- Scheduled jobs, including Celery for task scheduling, provide valuable insights and analytics, aiding in informed decision-making for organizational strategies.

EDUCATION

Mohamed Sathak Engineering College

Ramanathapuram, India

Master Of Computer Application (7.5 CGPA)

2017 - 2019

SKILLS

Prototyping, Interaction design, Typography, UI design, Designing mockups and layouts, Empathy, Usability testing (Understanding), Mobile design, Problem Solving, Wireframing, User flow, Story telling (Understanding), Critical thinking (Understanding), User Research

KEY SKILLS

Soft Skills: Communication, Problem Solving, Collaboration, User Research, Time management.

Design Technologies: Figma, Adobe XD, Adobe Illustrator, Photoshop, Protopie, UXPin, Axure, Webflow, Framer, Balsamiq.

Code Technologies: Html, Css, Bootstrap(*Understanding*), Javascript(*Understanding*), Flutter UI, Dart, Git.

Language: English, Tamil.

APIs: REST, RESTful.