Seema Lalakiya

UI/UX DESIGNER

SKILLS

- User Research & Usability Testing
- Wireframing & Prototyping
- Interaction & Visual Design
- Design Systems & UI Guidelines
- Information Architecture
 & UX Writing
- Responsive and Adaptive Design

TOOLS

Design:

Figma, Adobe XD, Sketch

Prototyping:

Figma, InVision, Axure RP

User Testing:

Maze, Hotjar

Front-End:

HTML, CSS (Basic)

Project Management: Jira, Trello, Asana

EDUCATION

MASTER OF COMPUTER APPLICATION

July - 2013 CGPA: 7.73 Gujarat Technology

University, Gujarat, India.

BACHELOR OF COMPUTER APPLICATION

March - 2010 Percentage: 62% Saurashtra University, Gujarat, India.

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- seemacreatives.github.io/portfolio

PROFILE

UI/UX Designer creating intuitive, user-focused digital experiences. Skilled in turning research into wireframes, prototypes, and interaction models that enhance usability and engagement. Strong collaborator, balancing user needs with business and technical goals.

KEY HIGHLIGHTS

- 10+ years in designing digital products, including 3+ years in automotive systems (Al tools, infotainment & diagnostic tools).
- Adept at translating stakeholder and user needs into flows, wireframes, and prototypes that improve usability and align with business goals.
- Hands-on with user research and usability testing, using workshops, sessions, and A/B tests to guide design.
- Delivered user journeys, personas, and flows to align teams with clear design rationale.
- Built design systems and high-fidelity mockups ensuring consistency and accessibility.
- Agile collaborator with developers, product owners, and business teams to deliver cohesive solutions.
- Balance user needs, feasibility, and business goals, backing design choices with data and best practices.
- Own projects end-to-end from discovery and sketches to stakeholder presentations and final delivery.

EXPERIENCE

KPIT, Pune Lead Designer	2022 - present
Corbit Digital, Rajkot Sr. Web Designer	Feb 2019 - Dec 2021
Networld, Rajkot Sr. Web Designer	Nov 2015 - Feb 2019
Suhradam Software, Rajkot Jr. Web Designer	Aug 2014 - Oct 2015
Global Era Infotech , Rajkot Trainee & Jr. Web Designer	Feb 2014 - Jul 2014

CERTIFICATION

Coursera - Google's "Foundations Of User Experience (UX) Design"	March, 2022
Udemy - GenAl Fundamentals For UX Designer + Researchers	April, 2025
Udemy - Culture Based UX Writing	January, 2025

PROJECT HIGHLIGHTS

Internal Al Initiatives

Role: Lead UI UX Designer

- Designed AI-powered workflow apps for importing, customizing, and executing project templates to accelerate delivery.
- Created HMI concepts with AI voice assistance, enabling drivers to plan routes, manage appointments, and make informed real-time decisions.
- Developed Al-driven automotive UX interactions, where systems adapt recommendations based on time, context, and user preferences.
- Integrated AI insights into secure file management platforms, improving accessibility, productivity, and decision-making.
- Focused on intuitive, human-centered AI experiences, ensuring transparency, trust, and user control.

JLR - Designed HMI For A Vehicle Infotainment System

Role: Lead UI UX Designer

- Gathered and understood requirements from stakeholders
- · Developed solutions, including wireframes, prototypes, and mock-ups
- Presented designs to stakeholders for review and feedback
- Incorporated stakeholder feedback to refine and improve designs
- · Maintained ongoing collaboration with stakeholders throughout the process
- · Participated in UX Research and testing

Data Platform - Designed An Application To Manage All The Data Related To Vehicle Role: Lead UI UX Designer

- · Manage all aspects of design, from concept to execution.
- Define user flows and develop initial wireframes.
- · Create high-fidelity mock-ups and collaborate with developers for implementation.
- Gather and analyse requirements to align with project goals.
- Conduct demos for stakeholders and clients to ensure design clarity.

CLAAS - Designed Automotive Diagnostic Tool For A Technician

Role: Senior UI UX Designer

- · Requirement gathering and understanding
- · Defining user flow and basic wireframing
- · Creating final mock-ups designs and providing understanding of feature to developer
- · Handling all the design aspects
- · Providing demos to stakeholders and client