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Product Designer Intern

Github - **Shreyashh-Bhagwat** | Linkedin - **ShreyashBhagwat07** | Behance - **ShreyashBhagwat07**

Creative and **detail-oriented Product Designer** with hands-on experience building **intuitive, user-first interfaces for web and mobile applications**. Skilled in **Figma, Adobe XD, prototyping, wireframing, and user testing**, with experience across B2C and B2B **projects in e-commerce, healthcare**. Passionate about solving real-world problems through **human-centered design**. **UI/UX Lead at GDG**, with a track record of improving user flows, increasing engagement, and enhancing usability through strategic design.

EDUCATION

- **Bachelor of Technology in Engineering in Information Technology with Honors in AIML**   **- Kopargaon (2022 - 2026)**
  Sanjivani College of Engineering, Kopargaon
  CGPA: 7.97
  (2025 3rd Year)   **- Shevgaon (2022)**
- **Higher Secondary Certificate in Science**
  Abasaheb Kakade Junior College, Shevgaon
  Percentage: 78.83%

TECHNICAL SKILLS

- **Design Practices:** Design Thinking, Mobile & Web App Design, Interaction Design, Visual Hierarchy
- **Development Understanding:** UI Development Concepts, Handoff Processes, Accessibility Principles
- **UX Capabilities:** Wireframing, Prototyping, User Research, Usability Testing, Responsive Design
- **Designed clean, user-friendly, and user-centric interfaces focused on intuitive navigation, minimal clutter, and a seamless user experience.**
- **Soft Skills:** Problem Solving, Collaboration, Adaptability, Communication, Leadership
- Enhance **user interactions and streamline design workflows** through **web development and leadership experience**

WORK EXPERIENCE

UI/UX Designer Intern at TwinsisTech - Remote   **- March 2024 – March 2025 | Remote**

Responsibilities:
- Designed intuitive UI for healthcare and e-commerce platforms (TwinsDoc, ASLED)
- Created shortcut-driven navigation, reducing task completion time by 30%
- Developed minimal, interactive UIs, increasing engagement by 25% and reducing bounce rate by 20%
- Collaborated with developers for implementation-ready design handoffs

UI/UX Designer Intern at Smart Computers - Remote   **- July 2024 – January 2025 | Remote**

Responsibilities:
- Redesigned web and mobile platforms for data recovery tools
- Built interactive onboarding flows, reducing user support queries by 25%
- Led usability testing and implemented 5+ improvements, boosting satisfaction by 40%
- Improved return user rate by 30% through seamless user experience and UI refinements

PROJECTS

Bring It! – Q-Commerce App

Tools: Figma
- Designed a complete user experience for a quick-commerce application focused on seamless 10-minute delivery.
- Created an animated cart feature and an intuitive order tracking system, improving perceived app performance and trust.
- Streamlined the checkout flow, including payment integration (UPI/Card), reducing drop-offs by simulating real-world use cases.
- Applied interaction design principles to create micro-interactions, enhancing user engagement during cart updates and order placement.

TwinsDoc – Healthcare Website & App

Tools: Figma, Adobe XD
- Developed a user-friendly healthcare interface for doctors and patients, prioritizing clarity, accessibility, and mobile responsiveness.
- Designed real-time appointment scheduling flows, improving booking efficiency and patient convenience.
- Created user personas to model both patient and doctor needs, aligning interface structure with real-life workflows.
- Improved onboarding flow, reducing confusion and increasing registration completion rates by an estimated 20%.

ASLED – E-commerce Marketplace

Tools: Figma, Adobe XD
- Designed the full UI/UX for an e-commerce platform offering a wide range of LED lighting products.
- Designed responsive layouts compatible with mobile and desktop, ensuring consistent user experience across platforms.

- Optimized the checkout process through progressive disclosure and form simplification, reducing cart abandonment.
- Collaborated with developers using design handoff tools to ensure pixel-perfect implementation.

ShowTime – Ticket Booking Platform

Tools: Figma, React.js, HTML, CSS, Juspay
- Designed & developed a complete movie ticket booking platform, allowing users to browse shows, select seats, and pay securely.
- Integrated Juspay payment gateway to simulate real-time transaction flows with success/failure feedback.
- Built responsive UI with consistent design patterns for desktop and mobile, ensuring a smooth booking experience.
- Emphasized clarity in seat selection UX, using color-coded status (available/booked/selected) for ease of use.

Tools & Technologies

- **Design:** Figma, Adobe XD, Sketch
- **Frontend Tools:** HTML, CSS, JavaScript, React.js
- **Research:** User Personas, Journey Maps, Surveys, Feedback Iterations
- **Bonus:** Motion Design (LottieFiles), Accessibility-First Design
- **Collaboration & Handoff:** Notion, Miro, Google Docs
- **AI Design Tools:** Stitch (by Google), Visily, Magician (Figma Plugin)

Certifications & Achievements

- **UI/UX Lead :** Google Developer Groups (GDG), Sanjivani (2025)
- **Winner :** College Level Group Discussion (2024)
- **National-Level Sports Player :** Captain, Maharashtra State Softball Team
- **Participant :** Smart India Hackathon (SIH) & Dipex 2024
- **Collaboration & Handoff:** Notion, Miro, Google Docs
- **DIGITAL SKILLS: USER EXPERIENCE by Accenture**
- **UX Kickstarter Workshop by Growth School**

Passion & Interests

- **Content Creation :** Making short-form videos for Instagram/YouTube (storyboarding, editing, and branding)
- **Growth Mindset :** Eager to learn new design tools, motion design, and frontend technologies
- **Travel & Culture :** Loves traveling to explore new places, observe diverse user behaviors, and draw inspiration from real-world environments
- **Sports :** demonstrating discipline, strategic thinking, and team collaboration under pressure.