

Fanindra Maharana

Interaction Designer

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Bio I am an Interaction Design student, pursuing M. Des at JKLU, Jaipur. I bring analytical thinking with creative vision to deliver user-centric solutions. My approach is rooted in research, rapid prototyping, and iterative design and translating insights into impactful products. I am actively looking for internships and entry-level full-time opportunities.

Education	M. Des in Interaction Design	B. Tech in CSE with AI & ML
	2024 - 2026 (ongoing)	2020 - 2024
	JK Lakshmipat University, Jaipur	Vellore Institute of Technology, Bhopal

Projects **MyTags Mobile App Redesign - Cleint Work**
April - May 2025

Led the end-to-end redesign of MyTags’ mobile application, transforming the user experience and interface for market readiness. Conducted user research, usability testing, and iterative prototyping, resulting in a streamlined, intuitive app now entering official production.

[App Store Link](#) | [mytags.io](#)

Uber Dynamic Carpooling - Side Project
March 2025

Designed a new Uber feature enabling users to opt for carpooling after their ride begins, increasing ride efficiency and user flexibility. Delivered user flows, wireframes, and interactive prototypes, validated through user testing and feedback.

Case Study: [fanii.lol/projects/uberpool](#)

Parked - Employee Parking Optimization App - Side Project
March 2025

Developed a mobile solution for real-time parking availability, reservations, and digital passes, enhancing employee convenience and space utilization. Led the UX process from research to high-fidelity prototyping, improving parking efficiency in workplace environments.

Case Study: [fanii.lol/projects/parked](#)

Experience **UI/UX Design Intern at Pulpit Mobility Pvt. Ltd.**
Feb 2023 - May 2023

Designed and tested core app flows (price bidding, chat), directly contributing to the app’s growth to 10,000+ Play Store downloads and a 90% positive user rating. Collaborated with cross-functional teams to deliver high-fidelity wireframes and interactive prototypes, accelerating development cycles and improving usability

Skills UI Design, UX Design, Wireframing, Prototyping, Human Centered Design, Visual Design, User Research, Usability Testing.

Tools
Figma, Framer, Webflow, Illustrator, Photoshop