Sruthi Mavuleti

UX/UI Designer | Full Stack Developer

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Innovative **UX/UI Designer** with **10+ years of experience** creating intuitive, user-centric designs for web and mobile applications. Skilled in **user research, wireframing, prototyping, and front-end development** to craft seamless digital experiences. Passionate about **solving complex user challenges**, optimizing workflows, and collaborating with cross-functional teams to enhance usability and business success.

Professional Experience:-

UX/UI Designer at TCS/McKesson, Irving, TX | **Project Details**   *April 2022 – Present*

At McKesson, I led UX initiatives across multiple web and mobile application projects, owning the end-to-end design process—from gathering requirements to delivering high-fidelity, responsive designs aligned with the brand identity. I have honed my skills in creating responsive designs using various tools, including Figma, Adobe Suite, Keynote, Miro, and ChatGPT.

Key Responsibilities & Achievements:

- I manage the agile workflow for User Experience (UX) and translate user research into practical concepts for user-friendly applications. I create responsive designs that align with our brand identity across both mobile and desktop platforms.
- I develop cohesive design systems that include typography, color schemes, and imagery. Additionally, I design intuitive menus and navigation elements to enhance the overall user experience.
- I collaborate with engineers to implement UI enhancements in DCIM tools, ensuring alignment with business and technical requirements.
- Working closely with Product Owners and web developers, I create low-fidelity wireframes and prototypes using Figma, mapping interactions and user flows. I also facilitate collaboration through user interviews and create sitemaps using Miro.
- To support the design process, I conduct user interviews and build user flows and sitemaps in Miro, ensuring user involvement and team alignment for better outcomes.
- I build responsive React.js UI components integrated with backend APIs and customize Ant Design components to maintain UI consistency.

Skills:
User Experience: User Research, User Interviews, Competitive Analysis, Journey Mapping, Site Map, User Flows, Usability Testing
User Interface: Storyboarding, Information Architecture, Wireframing, Prototyping, Style Guides, UI Animation, Photoshop
Full Stack Development: HTML5, CSS3, Bootstrap, JavaScript, Node.js, React.js, MongoDB
Tools:
UX/UI Design: Figma, Miro, Sketch, Invison, Adobe, Balsamiq Mockup3
Full Stack Development: Visual Studios, Sublime, AWS.

UX/UI Designer at TCS/Humana, Louisville, KY | **Project Details**   *January 2022 – March 2022*

I was primarily focused on UI design and was responsible for creating UI designs for wireframes and designing systems for Native applications. My role was to be involved in gathering and evaluating user requirements in close collaboration with product owners and engineers.

Key Responsibilities & Achievements:

- I created screens for both web and native applications, designed Graphic visualization interface templates, and maintained a consistent visual design using logos and icons. Graphic visualization interface templates incorporating various elements, including navigation bars, menus, and widgets.
- To maintain a unified visual style throughout the application, I created logos and icons using Figma and used them across screens.
- Throughout the design process, I focused on user-centered design principles, ensuring that the application was user-friendly and easy to navigate by following WCAG Acceptance guidelines.
- I collaborated closely with the product and development teams to ensure that the final product met all project requirements and was delivered on time.

Skills Used:
User Experience: User Research, User Interviews, Competitive Analysis, Journey Mapping, Site Map, User Flows, Usability Testing
User Interface: Storyboarding, Information Architecture, Wireframing, Prototyping, Style Guides, UI Animation, Photoshop
Tools Used:
UX/UI Design: Figma, Miro, Sketch, Invison, Adobe, Balsamiq Mockup3
Full Stack Development: Visual Studios, Sublime, AWS.

UX Designer at Bio-Rad, Hercules, CA | **Project Details**   *September 2019 – January 2022*

As a designer, I worked on designing both mobile and desktop applications based on SAP Personas (web applications) and SAP Fiori (mobile applications).

Key Responsibilities & Achievements:

- I was responsible for designing UI elements, selecting colors and typography in wireframes and prototypes, and creating grey-scale wireframes that represented every screen in the design process.
- I have created user journeys and user flows, and conducted user research analysis. I also presented my research on user journeys, mental models, and task analysis, and created task flows accordingly to team members.
- Created UI elements such as tabs, menus, and widgets, and also designed applications that are responsive and compatible across multiple platforms, including tablet, laptop, mobile, and desktop devices.
- Designed and implemented UI dashboards for monitoring hardware performance, capacity planning, and system alerts.
- Built and optimized UI components for data center management systems and enterprise applications
- Worked directly with business managers, senior executives, and developers to coordinate designs. This has included clear explanations of design choices, as well as showcasing how the designs meet the project requirements.
- Provided detailed walkthroughs, demos, and documentation on my designs to senior executives and stakeholders.
- I maintained designs that incorporated the latest technology within SAP. Moreover, I worked on limitations related to designing pages within SAP Personas and SAP Fiori.
- Conducted design workshops as part of the product development process, sharing my expertise with project managers on User experience and UI visualizations.

Skills Used:
User Experience: User Research, User Interviews, Competitive Analysis, Journey Mapping, Site Map, User Flows, Usability Testing
User Interface: Storyboarding, Information Architecture, Wireframing, Prototyping, Style Guides, UI Animation, Photoshop
Tools Used:
UX/UI Design Build.me, Sketch, Invison, Adobe, Balsamiq Mockup3, SAP Personas, SAP Fiori, Prott

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UX Designer at GAP INC, San Francisco, CA   *January 2018 – August 2019*

As an entry-level UX Designer, my primary responsibility was to perform user research processes, designing wireframes and prototypes based on the findings from the user research phase.

Key Responsibilities & Achievements:

- I was responsible for the design process of the primary features of the product's mobile version. During this process, I was involved in Visual Design, applying principles of product design and using Gestalt Laws and Grouping to create a cohesive and visually appealing experience for the users.
- Participated in user research and documented reports on research analysis for the app.
- Conducted a card sorting exercise to help improve the organization and navigation of a website. I preferred to use the closed card sorting type and the OptimalSort Workshop tool to facilitate the process.

- I worked on creating mockups, site maps, flow diagrams, and prototypes by collaborating with my team.
- Preparing and presenting Low-fidelity and Mid-fidelity Wireframes to the team and key stakeholders to ensure that everyone is on the same page.
- involved in the creation of Design Documentation, which encompasses a range of critical elements including Typography, Color Palette, Iconography, UI Components, Grid Layouts, Images & Illustrations.
- Designed a responsive website using the Bootstrap grid system to effectively lay out content for mobile, desktop, and tablet screens.
- Conducted a comprehensive usability testing of the product application and documented all the feedback received in an organized manner. The results of the usability testing were analyzed, and the feedback was taken into consideration while designing the subsequent iterations of the product.

Skills Used:
User Experience: User Research, User Interviews, Competitive Analysis, Card Sorting, Site Map, User Flows, Usability Testing
User Interface: Storyboarding, Information Architecture, Wireframing, Prototyping, Style Guides
Tools Used:
UX/UI Design: Sketch, Invison, Figma, Adobe, Balsamiq Mockup3

Personal Projects:-

Farmers Truck UX/UI Design | **Project Details**
A mobile application that facilitates the delivery of organic produce to user's doorsteps. The application enables users to place orders for fresh produce and have it delivered to their preferred location**.**
- The platform is built with a user-friendly interface focusing on the UX Design thinking process - conducted user research and created process flow.
- UI - Designed various logos for the application, conducted usability testing and finalized one.
Skills Used:
User Experience: User Research, User Interviews, Competitive Analysis, Journey Mapping, Site Map, User Flows, Usability Testing
User Interface: Storyboarding, Information Architecture, Wireframing, Prototyping, Style Guides, UI Animation, Photoshop
Tools Used:
UX/UI Design Figma, Adobe Photoshop

Study Mate UI Design | **Project Details**
A native application designed to provide students with a platform to connect with other like-minded students anytime and anywhere. Students can engage with a community that shares their interests and passions, enabling them to form study groups, collaborate on projects, and share knowledge and resources.
- Created a user flow diagram that mapped out the user journey through the application. I also created a mood board to establish the visual direction of the app and a style guide that outlined the design principles, including typography, iconography, and color palette.
- To create the wireframes and prototypes, I used Sketch and Invision, which allowed me to design responsive screens for mobile (iOS and Android), tablet, and web versions.
- To design a user interface, I created custom icons and imagery that aligned with the app's branding and visual direction.
- I created an animated logo using Principle, which added a dynamic and engaging element to the app's branding. The logo animation was designed to create a memorable and unique experience for users.
Skills Used:
User Experience: User Research, User Interviews, Competitive Analysis, Journey Mapping, Site Map, User Flows, Usability Testing
User Interface: Storyboarding, Information Architecture, Wireframing, Prototyping, Style Guides, UI Animation, Photoshop
Tools Used:
UX/UI Design Sketch, Invison, Figma, Adobe, Balsamiq Mockup3, Prott, Principle

Expert Connect UX/UI Design | **Project Details**
A native application designed to connect users with experts who can provide solutions to their problems. Users can easily find and connect with experts in various fields, including technology, finance, health, education, and more.
- I conducted user research to better understand the needs and preferences of our target users. This research included preference testing and usability testing, which helped me identify pain points and areas for improvement in the app.
- I created responsive wireframes and prototypes using Sketch and Invision. These wireframes and prototypes were designed for mobile (iOS, Android), tablet, and web versions of the app.
Skills Used:
User Experience: User Research, User Interviews, Competitive Analysis, Journey Mapping, Site Map, User Flows, Usability Testing
User Interface: Storyboarding, Information Architecture, Wireframing, Prototyping, Style Guides, UI Animation, Photoshop
Tools Used:
UX/UI Design Sketch, Invison, Figma, Adobe, Balsamiq Mockup3, Prott, Principle

Full-Stack Experience ([Website](#)):-

UI Developer at Thermo Fisher, Ann Arbor, MI   *March 2014 – June 2015*
- Built Web pages that are more user-interactive using HTML5, CSS3, JavaScript, Bootstrap, and Angular.
- Extensively used JavaScript for page functionality and responsive tooltip plugins using jQuery.
- Worked closely with Photoshop designers to implement mock-ups and the layouts of the application using HTML5, CSS3, JavaScript, and AngularJS.
- Experience of working with SASS and task runners like Gulp JS.
- Developed API's, database querying patterns for retrieval of data and used session tokens for auto sign-on functionality.
- Used Node Package Manager (NPM) to manage the modules and used it to install useful tools such as Express.
- Developed the application on the Node.js platform using JavaScript programming.
- Used NodeJS and Bootstrap for developing web-enabled applications.
- Used TypeScript to write class, interface, module statements, navigation and refactoring.
- Implemented singleton pattern for class using TypeScript.
- Developed container components as the logic layer for the UI components.
- Worked on querying the MySQL schema for retrieving information from multiple tables.
- Maintained cross-browser compatibility & implemented Responsive Web Design using Twitter Bootstrap and custom media queries, etc.
- Participated in everyday SCRUM meetings to discuss ongoing projects and related issues.

Environment: Angular.js, Bootstrap, HTML/HTML5, CSS/CSS3, JavaScript, JSON, jQuery, AJAX, LESS, SASS, MySQL, GIT

Programmer Analyst at Lex Nimble Solutions, India   *July 2012 – Jan 2014*
- Worked on a web application, which is a case tracking system. Users use MyESQ.NG portal to create their own petitions/immigration cases. The application was developed using HTML, CSS, Bootstrap and Backbone.js
- Integrated UI with data using Backbone.js
- Contributed to implementing the process workflows for PERM, H1B, and other applications.
- Developed and executed quality assurance test cases for modules using Selenium WebDriver.

Environment: Java, HTML, CSS, JavaScript, JQuery, MVC, DOM, JSON, Backbone.js, Bootstrap, JSP, AJAX, Gulp, XML, XPATH, Adobe Flash, Photoshop, PLSQL, Oracle, Windows.

Intern at CMC Private Ltd, India   *August 2011 – July 2012*
- JTC/4 is a centralized retail banking solution that provides for anytime, anywhere banking with delivery channels such as internet banking, tele-banking, and ATMs that can be centrally controlled.
- Developed view pages using JSF.
- Created and Migrated Database tables in Oracle 9i
- Developed front-end validations for the Deposits Module.

Environment: Java, HTML, CSS, JavaScript, JQuery, MVC, DOM, JSON, angular.js, Backbone.js, Bootstrap, JSP, AJAX, Gulp, XML, XPATH, PLSQL, Oracle, Windows.

Personal Projects:-

MovieBee Server-Side Application
A RESTful API built with the **MERN stack** that serves as the backend for a movie web app. It allows users to browse information about movies, directors, and genres, as well as register, update their profiles, and manage favorite movies.
[Project details](#) | [GitHub](#)
Tech Stack: REST API using MERN (MongoDB, Express, React, Node.js) Stack

MovieBee Client-Side Application
Frontend interface for the MovieBee API, developed using **React** and **Angular** frameworks. The application features dynamic views, responsive layouts, and seamless user interaction with backend APIs
React Version: **[Project details](#) | [GitHub](#)**
Angular Version: **[Project details](#) | [GitHub](#)**

Tech Stack: JavaScript, SCSS, HTML, React.js, Redux, Angular.js, Node.js, Mongosh, Parcel, Bootstrap

ChatSphere- React Native Application
ChatSphere is a real-time mobile messaging app developed using **React Native** and **Firebase**. It enables users to send messages, share images, and transmit live location for a rich chat experience.
Project details | **GitHub**
Tech Stack: REST Native with Expo, Google Firestore, Firebase Authentication, Firebase Cloud, Gifted Chat

Education:-

Master's in Computer Science at San Francisco Bay University, California   *September 2015 – March 2017*
Bachelor's in Computer Science at the Institute of Aeronautical Engineering College, India   *August 2007 – June 2011*