SRUTHI MAVULETI

UX/UI DESIGNER

CONTACT

(925) 765-7098

mavuleti@gmail.com

My Portfolio

SKILLS

Research

User Interview
Competitive Analysis
Journey Mapping
Usability Testing

Design

User Persona
Storyboarding
Interaction Design
Wireframing
Prototyping
Style Guides
UI Animation

TOOLS

Sketch, Figma
Miro, Keynote
Invision, Prott
Balsamiq Mockup 3
Adobe Photoshop
Principle

SOFT SKILLS

Collaboration
Empathy
Easily Adaptable
Organization
Creative Problem-Solving

PERSONAL PROJECTS

Farmers Truck
Study Mate
Expert Connect

LANGUAGES

English, Telugu

PROFILE

UX/UI Designer with 5 years of experience creating practical, intuitive designs for mobile and desktop applications. Passionate about creating innovative ideas and bringing perfection to designing and improving human experience in the digital world.

UX/UI EXPERIENCE

UX/UI Designer at McKesson, Irving, TX.   *April, 2022 - Present*

- Created Low-fidelity wireframes and mock-ups using Figma, designed interactions and flows through the application, and presented them to the internal team.
- Worked closely with Product owners, Business analysts, and web developers to fully understand what the business wants and to produce creative briefs and requirements for projects.
- Closely partner with the Lead Developers to ensure the resulting implementation from the implementation aligns with the customer's desired experience.
- Gathered feedback and worked on improvising designs.
- Worked on Interaction design within the screen navigation process.

UX/UI Designer at Humana, Louisville, KY.   *January, 2022 - March, 2022*

- Created wireframes and user interface elements with a set of brand guidelines using Figma.
- Gathered and evaluated user requirements, in collaboration with product owners and engineers.
- Closely worked with the Business Analyst about the requirements of the project.
- Presented work to internal team members, creative directors, and stakeholders for feedback.
- Created screens using iOS design systems for the application.
- Designed Graphic interface templates using various elements like navigation bars, menus, and widgets.
- Created logos, and icons that are used across the screens using Figma.
- Worked closely with the product team to identify research objectives.

UX Designer at Bio-Rad, Hercules, California, USA.   *September, 2019 - January, 2022*

- Responsible for UI designs, colors, and typography in wireframes and prototypes.
- Created Grey-scale wireframes while representing every screen in the design process.
- Gathered and evaluated user requirements, in collaboration with team members, Product and Business managers.
- Illustrated and presented design ideas using sketches, prototypes, and wireframes.
- Analyzed user experience problems and built solutions to meet business goals.
- Created user journeys, user flows, and user research analysis
- Presented research on user journeys, mental models, and task analysis and created task flows accordingly to team members.
- Designed UI elements including tabs, menu and widgets.

UX Designer at GAP Inc, San Francisco, CA.   *January, 2018 - August, 2019*

- Participated in user research and documenting reports on research analysis for the app.
- Creating mockups, site maps, flow diagrams and prototypes by collaborating with team.
- Preparing and presenting Low-fidelity and Mid-fidelity Wireframes to team and key stakeholders.
- Worked on feedback and results from stakeholders and team members.
- Contributing documentation on feedback and iterations of the wireframes.
- Work closely with Development team to ensure the designs are executed as designed.
- Designed responsive website using Bootstrap grid system to layout contents for mobile, and web applications.

EDUCATION

- **MSCS, Computer Science** at San Francisco Bay University, CA.   *September, 2015 - March, 2017*
- **BTECH, Computer Science** at Institute of Aeronautical Engineering College, India.   *August, 2007 - June, 2011*