

VC_UX Designer

PROFILE SUMMARY

Creative and user-focused **UI/UX Designer** and **Product Designer** with a strong track record of delivering intuitive, engaging, and impactful digital experiences. Adept at transforming complex problems and user needs into elegant design solutions that align with business objectives. Skilled in the end-to-end design process—from **user research**, **wireframing**, and **prototyping** to **visual design** and **interaction design**—with a keen eye for detail and usability.

Proficient in tools like **Figma**, **Adobe XD**, and **Illustrator**, I bring ideas to life through high-fidelity designs and interactive prototypes. I prioritize user-centered design principles, leveraging data, feedback, and iterative testing to create products that are not only visually appealing but also functional and accessible across devices.

With strong communication skills and a collaborative mindset, I work seamlessly with cross-functional teams in Agile environments, ensuring design consistency, enhancing user satisfaction, and contributing to measurable business growth.

SKILLS

Core Design Skills:

- User Research & Personas
- Wireframing & Prototyping
- Visual Design & Branding
- Responsive Web & Mobile Design
- Information Architecture
- Interaction Design
- Usability Testing
- Design Systems & UI Guidelines

Soft Skills:

- Creative Problem Solving
- Agile & Scrum Methodologies
- Stakeholder Communication
- Collaboration with Developers & PMs
- Attention to Detail
- Continuous Learning

TOOLS

- **Figma** – Primary tool for UI design, prototyping, and collaboration
- **Adobe XD** – Interactive design and prototyping
- **Adobe Illustrator** – Iconography, vector graphics, and branding assets
- **Miro** – User journey mapping and collaborative brainstorming
- **Zeplin / Avocode** – Developer handoff and design documentation (optional additions)

WORK EXPERIENCE

Atrosphere Technologies, June 202 to Till Date

PROJECTS

Blood Donation Case Study

Role: UI/UX Designer

Tools: Figma

Details: Designed a comprehensive case study from scratch, including user research, persona creation, information architecture, and user journey mapping. Developed low, mid, and high-fidelity wireframes, designed the logo and visual identity, and created an interactive prototype to demonstrate the full user experience.

Wiseliy

Role: UI/UX Designer

Tools: Figma, Illustrator

Details: Designed a responsive website for a SaaS-based company, focusing on clean UI, intuitive user flow, and brand consistency. Delivered high-fidelity mockups and interactive prototypes to support development and enhance user engagement .

Pi-Health Application

Role: UI/UX Designer

Tools: Figma

Details: Conducted user research and designed a user-friendly application for the healthcare industry, including patient portals, doctor management, and pharmacy management modules. Focused on improving usability and streamlining workflows for both patients and medical professionals.

Assetwise

Role: UI/UX Designer

Tools: Figma

Details: Designed a complete asset management system from scratch, covering user research, information architecture, and UI/UX design. Focused on creating an intuitive interface to efficiently manage and track organizational assets.

WorkTrack

Role: UI/UX Designer

Tools: Figma, Adobe XD

Details: Designed a task and productivity management platform aimed at improving team efficiency. Conducted user interviews and created user personas to define key pain points. Delivered wireframes, high-fidelity UI designs, and interactive prototypes with an emphasis on simplicity, responsiveness, and real-time collaboration features.

EduSphere LMS

Role: UI/UX Designer

Tools: Figma

Details: Led the design for a learning management system tailored for educational institutions. Defined user flows for students, teachers, and administrators. Designed intuitive dashboards, course creation modules, and assignment tracking features. Ensured accessibility standards and responsive design for optimal cross-device usability.

RetailPOS

Role: UI/UX Designer

Tools: Figma, Adobe Illustrator

Details: Designed a modern Point-of-Sale (POS) system for retail stores to streamline in-store transactions, inventory tracking, and customer management. Conducted stakeholder interviews and mapped retail workflows to ensure intuitive navigation and efficient checkout flows. Created user-friendly dashboards and mobile-friendly interfaces for quick staff training and improved operational efficiency.

FinEdge Wallet

Role: UI/UX Designer

Tools: Figma, Adobe XD

Details: Led the UI/UX design for a digital wallet and expense tracking app focused on young professionals. Designed seamless onboarding, KYC flows, and multi-layered security prompts. Developed a visual transaction history and budget planner to improve financial literacy and user engagement. Ensured WCAG-compliant design and tested with real users for continuous iteration.