



AANYA JAIN

Creative Interaction Designer



My mission? Revolutionize digital interactions, one pixel at a time. Staying ahead of the digital curve is my mantra.



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[Click to view Portfolio](#)



English Hindi

Soft Skills

Team Work, Time Management, Communication, Leadership, Problem Solving, Curiosity

Tools

Adobe Illustrator, Adobe Fresco, Adobe Photoshop, Figma, Protopie, Procreate, Wordpress - Elementor, Framer, Lens Studio, Resolume Arena, Basic Arduino, Claude, Claude Code (All the other AIs - AI Forward Approach)

Education

Anant National University | Ahmedabad

Bachelor of Interaction Design (2020-2024):

UI/UX Design | User Research | Graphic Design | Immersive Design | User Testing | Game Design | AR/VR/XR

Achievement

TEDx AnantU | Ahmedabad

Aug 2022

Event manager

As the Event Manager for the inaugural edition of TEDxAnantU, I orchestrated a remarkable event, elevating its impact and reach. Through meticulous planning and execution, I played a pivotal role in shaping an event that left a lasting impression on the audience.

Experience

Accenture | Gurugram | Full-Time 30 Aug 24 - Present

User Experience Engineering Analyst

Designed and optimized user interfaces aligned with stakeholder requirements, focusing on design systems, usability, and pixel-perfect execution across digital products. Also contributed to AI-forward workflows by creating Claude-based automation skills to streamline design and research processes while supporting client projects.

Desi Boardgames | Remote

1 Apr 2024 - 1 Aug 2024

Boardgame Designer | Freelance

Worked on multidisciplinary design projects spanning branding, packaging and game design for board game products. Contributed to creating engaging, interaction-led experiences while collaborating across creative and production workflows.

Wallypic | Remote

6 Mar 24 - 15 Aug 24

UI/UX | Freelance

Designed and developed Wallypic, a platform for selling wallpapers, by creating three distinct interfaces for customers, delivery agents, and vendors. Led the project from brand identity to final UI/UX, ensuring each interface was tailored to its specific target audience for a seamless user experience.

PoGoSo | Remote

1 Jan 24 - 12 Jul 24

UI/UX | Freelance

Designed and executed the PoGoSo mobile app, leading its brand identity and UI/UX from concept to completion. Delivered a cohesive visual identity and user-friendly experience for political and government social engagement.

SoundSip | Ahmedabad



15 Dec 23 - 30 May 24

Graduation Project

Developed SoundSip as my graduation project, creating a unique sensory experience by designing a touch-sensitive cup that produces calming sounds enriching the overall tea drinking experience. Led the project from initial concept through final design, integrating innovative technology with user-centered aesthetics.