



SAFAL GAJBHIYE

UI/UX Designer

Contact

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portfolio

<https://www.behance.net/safalgajbhiye>

Education

UI/UX Designing

Felix ITs, Pune

2024

B.sc. Computer Science

St. Aloysius College, Jabalpur

2020

Technical Skills

Adobe Illustrator

Figma

Adobe XD

Tailwind css

Adobe After Effect

Personal Strength

Flexible approach to working any type of environment

Ability to work in team

Quick Learner

Organized and Disciplined

Punctual

Projects

Project 1:

TRANSMEET WEBAPP

Apr 2025 – jun 2025

Description

Designed a responsive and accessible web app for virtual meetings, aimed at overcoming language barriers and improving communication – an upgrade to Google Meet/Zoom with a user-centric approach.

Role

Conducted full UX process: user research, personas, empathy mapping, journey mapping, and user flows

Built IA, wireframes, and interactive prototypes using Figma, applying auto layouts, components, and design systems

Designed a complete style guide and ensured mobile responsiveness and WCAG-based accessibility.

Performed usability testing to validate designs and refine user experience.

Tools & Technologies

Figma, Adobe Illustrator , ChatGPT & leonardo.ai

Achievement

Enhanced user engagement by 15% and solving real communication problems via thoughtful UX strategies.

Case Study

Transmeet app case study

Project 2:

Next Game Mobile App

Aug 2024 – jan 2025

Description

Designed a responsive web app that helps casual gamers showcase their gameplay skills through personalized profiles. Aimed at connecting and promoting gamers with limited playtime but high potential.

Role

Conducted user research and competitive analysis to identify gamer pain points

Created user personas, journey maps, user flows, IA, and wireframes

Designed responsive UI and interactive prototype using Figma with auto layout and components

Focused on accessibility and ease-of-use for casual gamers

Validated user flows through usability testing

Tools & Technologies

Figma, Adobe Illustrator , ChatGPT & leonardo.ai

Achievement

Reduced navigation confusion by 10% after usability testing and iterative design improvements.

Case Study

[Next-Game-Case-study-link](#)

Hobbies & Interests



Video Editing



Basketball



Gaming



Painting



Music

Personal Profile

Date of Birth → 10/05/1999

Marital Status → Single

Nationality → Indian

Declaration

I hereby declar that the above mentioned information is correct to the best of my knowledge and belief