

SONAL SOLASKAR

UI/UX DESIGNER

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Portfolio • Medium • LinkedIn

PROFESSIONAL SUMMARY

UI/UX Designer with 1+ year of experience in user interface design, user experience design, and brand design. Strong understanding of design fundamentals, UX design principles, and user-centered design methodologies. Proven expertise in design and prototyping tools including Figma, Framer, Notion, Miro, ProtoPie, and Adobe Creative Suite, with foundational knowledge in Unity for AR/VR experiences. Excellent problem-solving and prototyping skills with emerging capabilities in motion design and immersive AR/VR design. Detail-oriented with strong collaborative abilities and a passion for creating intuitive, user-focused digital experiences.

WORK EXPERIENCE

Product Design Intern, Puch AI

June 2025 – April 2026

Delhi, India - Remote

- Designing user-centric AI product focused on improving accessibility and adoption in the Indian market.
- Built and maintained scalable design systems for multiple digital products, ensuring consistency and efficiency across platforms.
- Design and iterative refinement of the official Puch AI website, emphasizing clarity, usability, and conversion.
- Developed brand identity and visual assets for a separate venture within the company.

UI/UX Design Intern, Newral Softwares

April 2025 – June 2025

Noida, India - Remote

- Sole UI/UX designer responsible for end-to-end design of three distinct software products, owning the entire design process from concept to final delivery.
 - Designed responsive web interfaces from the ground up, progressing from low-fidelity wireframes and user flows to polished, high-fidelity UIs optimized for usability, accessibility, and scalability.
 - Applied user-centered design principles across the full UX lifecycle, including problem discovery, information architecture, interaction design, prototyping, and validation.
 - Led UX research and design strategy, conducting competitor analysis, heuristic evaluations, and synthesizing user insights to inform product direction and feature prioritization.
 - Drove end-to-end brand identity design for two products, creating cohesive brand systems including logos, color palettes, typography, and visual guidelines.
 - Collaborated closely with founders and developers to translate business goals into intuitive user experiences and ensure seamless design-to-development handoff.
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SKILLS

- **User Research & Analysis** – Conducting qualitative and quantitative research, identifying pain points, and translating insights into actionable design strategies.
 - **Wireframing & Prototyping** – Expertise in low/high-fidelity wireframes and interactive prototypes using tools like Figma, Framer, and ProtoPie. Skilled in rapid prototyping, user testing validation, and creating clickable prototypes that simulate real product experiences.
 - **Interaction & Motion Design** – Designing intuitive user flows, micro-interactions, and animations for web and mobile platforms. Beginner in motion design using LottieFiles and Rive for creating engaging, lightweight animations.
 - **Design Systems** – Building scalable, consistent design systems for multi-platform products.
 - **Visual Design & Branding** – Creating cohesive brand identities, typography systems, and color palettes.
 - **Problem-Solving & Collaboration** – Working cross-functionally with developers and stakeholders to align user needs with business goals.
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EDUCATION

Bachelors in Information Technology & Honours in Applied UI/UX **November 2022 – May 2026**

Vidyalankar Institute of Technology, Mumbai, India

- CGPA: 9.85/10 with strong academic performance across design and coding-focused coursework.
 - Ranked top of the class in multiple subjects across semesters.
 - Completed hands-on projects including an AI-powered study app (UX/UI design), Angry Cubes game using Unity (AR/VR), and foundational web and app development projects.
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KEY ACHIEVEMENTS

- Published UX case studies on Medium with 1,600+ reads; one article received 800+ views and industry recognition.
 - Won 2nd prize at an UI/UX competition with my project AnnaDaan.
 - Designed scalable design systems for AI-based products targeting diverse Indian users.
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PROJECTS

AssumeChat, Newral Softwares

April 2025 - June 2025

Assumechat Project CaseStudy

- Designed a concept-driven social connection platform focused on low-pressure, curiosity-led conversations
- Identified key friction points in existing chat platforms through user research and behavioral analysis
- Created end-to-end user flows including onboarding, waiting room, and chat interactions

AnnaDaan, Personal Project

March 2026

AnnaDaan Project CaseStudy

- Designed a mobile app concept to reduce food waste by connecting surplus food from events with communities in need
 - Conducted rapid research to understand cultural, logistical, and trust-based challenges in food redistribution
 - Mapped user journeys for donors, volunteers, and recipient organizations
 - Designed intuitive flows for event registration, food donation, volunteer coordination, and impact tracking
 - Delivered a complete UX solution within a 1-week design sprint
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