



## ABOUT

I'm an experienced UX/UI designer, evolving from animation to crafting user-centric experiences over 6 years. My strength lies in seamlessly integrating 3-D animation and VFX, minimizing user friction. Proactive and self-driven, I value relationships, empathy, and efficient problem-solving. Motivated by a love for creativity, I find purpose in authentic designs that solve real problems. My commitment to continuous learning and core values make me an invaluable asset to any design team.

## EDUCATION

### CSC - Computer Education

Diploma of Education, Computer Software and Media Applications  
Jun 2012 - Jul 2013

### Arena Animation

Diploma of Education, 3D Animation & VFX ·  
June 2018 - August 2019

### DU SOL, University of Delhi

BCom (hons)  
(June 2020 - June 2023)

### Pearl Academy

User Experience (UX) · Interaction Design  
June 2020 - June 2024

## SKILLS

- Ux research
- Interaction Design
- Visual Design
- Prototyping
- HTML & CSS
- 3D Animation & VFX

## CERTIFICATIONS

### Coursera

Diploma of Education, Foundations of User Experience (UX) Design ·  
2023

## PROFESSIONAL EXPERIENCE

### User Experience Designer

Handy institute of creatives | Aug 2022 - Nov 2022 (4 months)

- I worked as a User Experience designer intern at Handy Institute of Creatives for 4 months, simultaneously serving as a guest faculty, sharing UI design expertise. Additionally, I played a key role in developing the agency's website.

### Senior Designer

Think Over Media | July 2022 - Dec 2022 (6 months)

- I started as an intern at Think Over Media, swiftly advancing from junior to senior graphic designer, handling design needs for 15+ clients. Specializing in startup collaborations, I managed complete monthly design outputs for over 5 clients during my initial month, significantly expanding my portfolio and expertise.

### UX/UI Designer

Detechcell | April 2023 - May 2023 (2 months)

- I worked as a freelance UX/UI designer at Detechcells for a 2-month duration. In this role, I assisted in the creation of diverse design assets, including logos, websites, and product animations, meeting various design requirements

### UX/UI Designer

Tandem | June 2023 - September 2023 (4 months)

- During my Tandem Informatics internship, I crafted user-friendly designs, blending UX/UI research and 3D-infused UI skills to enhance digital experiences. I addressed design challenges, ensuring our platforms were intuitive and visually compelling.