

# Lakshmi Swathi Bharthipudi

UX/UI Designer

## CONTACT

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🌐 <https://www.lakshmiswathi-uxui.com/>

## EDUCATION

### GENERAL ASSEMBLY

Certification | USA

User Experience Design (Full Time)

### ESCAPE STUDIOS

Certification | London, UK

3D Animation

### KINGSTON UNIVERSITY

Master Of Arts | London, UK

MA Computer Animation

### KIIT UNIVERSITY

Bachelore Of Technology (B.Tech) | Odisha, India

Computer Science & Technology

## SKILLS

User Research, User Scenarios,  
Personas, Affinity Mapping,  
Information Architecture,  
Quantitative Surveys, Card Sorting  
(Open/Closed), Usability Testing,  
Sketching, Wireframing, Prototyping,  
Mockups, Visual Design, Icon/Logo  
Design, Illustration, Web and Mobile  
Design, Accessibility, User Flows,  
Sitemap Design, Interaction Design,  
Responsive Design, UI Design,  
Product Design, 3D animation, 3D  
Modelling, Texturing, Lighting

## TOOLS

Figma, Balsamiq, Miro, Photoshop,  
Adobe Illustrator, CSS, HTML,  
Optimal Workshop, Autodesk Maya,  
Premier Pro, After Effects, Canva,  
Procreate, Excel, Adalo

## WORK EXPERIENCE

### Trainly

07/2024 - 10/2024

UI Designer | Freelancer | Remote

Collaborated with a design team on a startup product to create an MVP, developing comprehensive design systems for consistent mobile application elements such as typography, color, and reusable UI components, and produced high-fidelity wireframes and interactive prototypes focused on seamless, intuitive user flows.

### Techleap

05/2024 - 06/2024

UI Designer Contract | Remote

Collaborated with a cross-functional team to develop NomadAlc, a no-code application leveraging AI for idea generation, creating wireframes in Figma, and finalizing the product using Adalo.

### Aimset

04/2024 - 05/2024

UX Designer | Hackathon | Remote

Secured third place in a hackathon with Adopt Spot by collaborating with a cross-functional team to develop an agile plan, executing accessibility color checks, creating wireframes, and prototyping user-centric designs to optimize engagement and navigation.

### General Assembly

12/2023 - 03/2024

User Experience Designer Fellow | Remote

Completed a 480+ hour immersive UX/UI design program, producing 4 user-friendly projects, including Hilmi, Kinder Haus Toys, and Safe Fort, while collaborating with UX designers and business owners to deliver seamless client solutions.

### Career Break

08/2021 - 11/2023

Developed strong organizational and interpersonal skills, along with resilience and adaptability, while relocating from home country.

### Cognizant

03/2021 - 08/2021

Process Executive Data | 3D Modeler | Remote

Created precise 3D models of geographical features using SketchUp, collaborating with senior designers to translate conceptual maps and datasets into detailed 3D renderings for enhanced project visualization.

### Xentirx Studios

11/2020 - 01/2021

3D Animator | Trainee | Remote

Implemented the 12 principles of animation, incorporating timing, spacing, and movement to craft compelling animation sequences.