

# Lakshmi Swathi Bharthipudi

UX/UI Designer

## CONTACT

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## 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 Experience Design, User Interface Design, User Research and Analysis, Information architecture, Wireframes, Prototyping, UX Writing, Usability Testing, Interaction Design, Interface Design, Visual Design, Branding, Product Design, Gamification, enterprise SaaS, Web Design, App Design(Android/IOS), Project Management, excel, 3D Animation, 3D Modelling, Texturing, Lighting, Figma, Sketch, Miro, Fig Jam, Autodesk Maya, Empathy, Design Thinking, Communication, Collaboration, HTML, CSS, Python, Adobe Photoshop, Adobe Illustrator

## TOOLS

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

## WORK EXPERIENCE

### Gamma Creations

07/2024 -10/2024

UI Designer | Freelancer | Remote

Designed a user-focused WIX website for a startup, improving brand consistency and developing an engaging landing page that increased user interaction. By collaborating with clients to optimize design efficiency and sharing design insights with the team, I promoted a collaborative work environment.

### 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 NomadAIC, 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.

### Hilmi

04/2024 - 05/2024

UX Designer Freelancer | Remote

Created high-fidelity UI designs that increased user engagement by 15% through iterative prototyping, usability testing, and client feedback, while user research via interviews and competitive analysis helped define a clear problem statement and understand the user space. Collaboration with cross-functional teams and clients ensured that designs were refined based on user feedback, promoting a user-centric design approach.

### 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.