Prem Shandilya

UI/UX Designer

Experience

Ace grade

Product designer April 2024 - Ongoing My primary responsibility involved researching the challenges faced by BS degree students and designing innovative solutions to address them. I developed comprehensive solutions, including everything from logo and brand identity to full website designs. This includes Ace Guide, a web app serving as a campus guide for IIT Madras, and Ace Grade, a student community portal that offers a collection of resources to simplify the hybrid degree experience.

Freelance

Self employed Dec 2023 - Ongoing My main responsibilities involved designing innovative and practical solutions for brands, including landing pages, SaaS platforms, and web apps. I consistently delivered top-tier results, with clients expressing high levels of satisfaction with my work.

Paradox IIT Madras

UI/UX Designer Oct 2023 - May 2024 My main responsibilities involved designing digital solutions for Paradox websites, including creating wireframes and UI designs. I focused on helping users complete tasks quickly and efficiently, minimizing friction throughout the user journey.

Education

Square.one

Learner March 2023 - July 2024 I learned advanced Figma techniques, including both UX and UI skills, under the guidance of Michal Malecwiz, a highly skilled senior designer from Poland. I gained experience in sketching and conducting A/B testing, which helped elevate my skills from beginner to intermediate. Techniques like the Red Square method and text framing significantly enhanced my design quality, taking it to the next level.

Google UX Cert.

Coursera Jan 2023 - March 2023 This course marked the beginning of my UI/UX design journey. I learned about UX research, the impact of biases, and began using Figma as my primary design tool. I also studied UX laws that help capture users' attention effectively. Throughout the course, I completed three portfolio projects, including a mobile app and a fully responsive website.

Skills

UX Research	Information Architecture	Interface design	Usability testing
Wireframing	Design thinking	Visual design	A/B testing
UX writing	Prototyping	Responsive design	Accessibility Evaluation

I know

Figma

Spline

Framer