

ABHIMANYU SASI

UI/UX Designer

abhimanyusasi.me@gmail.com

PROFESSIONAL SUMMARY

UI/UX design student focused on creating structured, user-centered digital experiences through strong visual hierarchy and interaction design. Experienced in building high-fidelity interfaces and brand-aligned assets through internships and academic projects. Passionate about understanding user behavior and improving usability through thoughtful design decisions.

SKILLS & TOOLS

Design Skills: UI Design • Wireframing • Interaction Design • Prototyping • Visual Hierarchy • Typography

Tools: Figma • Framer • Adobe Illustrator • Adobe Photoshop • TinkerCAD • Canva • Scratch • Claude

WORK EXPERIENCE

Graphic Designer | Boltise

July 2026 – Aug 2026

- Creating branding assets for Boltise and its sub-companies across Discord, YouTube, LinkedIn, and other social media platforms.
- Collaborating with the in-house graphic design team to keep visual identity consistent across channels.
- Designed and helped developed an interactive landing page.

Graphic Design Intern | Abztracts

May 2025 – June 2025

- Designed 15+ digital assets including social media carousels and banners using Adobe Illustrator and Photoshop.
- Created brand-consistent Instagram highlights and story templates, ensuring visual consistency across platforms.
- Collaborated with team members to translate client briefs into clear and engaging visual designs.
- Delivered work under tight timelines while maintaining design quality and consistency.

UI Design Intern | ISMEDU Software Solutions

May 2024 – July 2024

- Contributed to a website redesign project focused on improving usability, navigation, and visual structure.
- Identified issues such as poor navigation, lack of responsiveness, and cluttered UI.
- Designed wireframes and high-fidelity prototypes in Figma, improving content organization and flow.

PROJECTS

Mobile UI Design for a Boutique Clinic

Personal Project

- Designed a mobile app concept for a real boutique clinic, covering both appointment booking and a company overview.
- Structured a full services listing so users can learn about the clinic's offerings before booking.
- Mapped out an end-to-end appointment booking flow, from service selection to confirmation.
- Closely followed the clinic's existing brand guidelines to keep the design consistent with their identity.

Restaurant Website Redesign

Jan 2026 – Present

- Redesigning a restaurant website to improve navigation clarity and user flow.
- Identifying usability issues in the existing design, including content hierarchy and information accessibility.
- Creating wireframes and high-fidelity prototypes using Figma and Framer.
- Exploring layout systems and visual hierarchy to guide user attention.
- Iterating on designs with a focus on micro-interactions and intuitive user experience.

SweetCrust Bakery App — Collaborative Project

Dec 2025

- Collaborated in a team to design a bakery app focused on improving the digital ordering experience.
- Conducted user interviews and ideation exercises (Crazy 8s) to explore solutions.
- Designed features such as loyalty rewards and a streamlined ordering flow.
- Built iterative prototypes in Figma, refining designs based on team feedback and testing.

Wardo — Wardrobe Management App (Case Study)

Feb 2025

- Designed a wardrobe management app using a user-centered design process (6Ds).
- Conducted user research, competitor analysis, and persona development to identify user needs.
- Defined key problems around outfit organization, accessibility, and daily usability.
- Created wireframes and high-fidelity prototypes in Figma; iterated based on usability insights.

EDUCATION

Bachelor of Design — User Experience

Sept 2023 – 2027

Amity University

- Relevant coursework: Interaction Design, User-Centered Design, Design Thinking, Information Architecture.
- Completed multiple academic projects focused on UI design, prototyping, and user flows.