

MANINDER SENAPATI

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[LinkedIn](#) | [GitHub](#) | [Behance](#) | [Portfolio](#)

PROFESSIONAL SUMMARY

User-focused UI/UX and Product Designer with 2+ years of experience designing intuitive, scalable, and data-driven digital products across web and mobile platforms. Strong expertise in user research, wireframing, prototyping, usability testing, and design systems. Proven track record of improving user retention, optimizing workflows, and delivering pixel-perfect, developer-ready designs in Agile environments. Experienced in designing SaaS, AI-powered platforms, dashboards, and mobile applications using Figma and modern UX methodologies.

WORK EXPERIENCE

GREMIO TECHNOLOGY – UI/UX Designer

03 July 2023– 03 Sep 2025

- Led the end-to-end redesign of Cloudblitz, Greamio Technology, and Junior AI Coder websites for web and mobile platforms, resulting in a 22% increase in user retention
- Developed 10+ responsive wireframes and high-fidelity prototypes using Figma, streamlining the developer hand-off process by 30%
- Designed and developed the front-end for Junior AI Coder and To Do Co-working Space websites using React and Tailwind CSS, ensuring pixel-perfect responsiveness
- Collaborated with product and engineering teams in an Agile environment to launch a new user interface 3 weeks ahead of schedule
- Conducted usability testing with 25+ participants, identifying key pain points and improving the overall task success rate by 18%
- Created and maintained a design system with reusable components to ensure consistent branding and faster design iteration across projects

RECENT PROJECTS

TRIVENI MOBILE APPLICATION (2 Months)

- Triveni Warehouse Attendance & Security Mobile App UI/UX Designer Designed a multi-role mobile application for warehouse operations, including worker attendance, security logging, and admin monitoring. Created end-to-end UX from research and user flows to wireframes and final UI. Implemented selfie-based punch-in/out with location verification, security vehicle and meter image logging, and admin dashboards for attendance, leave, and reports. Tools used: Figma, UX research, wireframing, prototyping, and mobile UI design.

LinkedIn Growth OS Product Designer (3 Months)

- Designed an AI-powered SaaS platform that unifies LinkedIn content creation, scheduling, automation, and lead generation into a single dashboard. Led end-to-end product design, including user research, workflow mapping, wireframing, and high-fidelity UI using Figma and Miro. Built an AI-first, assistive UX to simplify content planning, improve posting consistency, and enable organic lead generation with safe automation. Resulted in 80

Resume System UX Designer BR Career Tech (1 Month)

- Designed an AI-driven resume SaaS platform at BR Career Tech that adapts professional profiles based on user intent, industry, and geography. Led UX strategy, information architecture, wireframing, and high-fidelity UI using Figma and FigJam. Created a context-aware, ATS-optimized editor with real-time feedback and adaptive workflows, achieving a 92

Lloyds Banking Group UX Design Introduction Job Simulation on Forage - May 2025

- Completed a job simulation involving competitor research and user experience enhancement for Lloyds' UX Design team.
- Designed and analysed customer surveys, collecting feedback from 50 respondents to identify key areas for feature improvement.
- Conducted ethnographic studies and observational research to understand user behaviour, resulting in actionable insights to improve navigation and security features
- Utilised data visualisation tools and techniques to present survey findings, enhancing the clarity and impact of user experience recommendations.

BCG Strategic & Experience Design Job Simulation on Forage - October 2024

- Completed a job simulation where I helped to research and design a new banking product for a hypothetical client

- Built a research plan, developed primary research tools, and reviewed data to understand the target customers' attitudes, needs and beliefs
- Created a customer persona to inform new product ideas and presented these using a concept chart

SKILLS

UI/UX Design, Product Design, User Experience (UX), User Interface (UI), User-Centered Design, Design Thinking, Interaction Design, Responsive Design, Wireframing, Prototyping, Design Systems, User Research, Usability Testing, Persona Creation, Journey Mapping, Figma, FigJam, Adobe XD, Framer, Miro, Agile Methodology, Cross-Functional Collaboration

EDUCATION

Bachelor of Science (B.Sc.) CGPA: 6.9/10	Berhampur University	August 2021
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Class XII CGPA: 6.5/10	CBSE – Central Board of Secondary Education	April 2017
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CERTIFICATIONS

- Fundamentals of UI/UX Design – [View Certificate](#)
- Microsoft UX Design – [View Certificate](#)
- User Interface Design and Prototyping – [View Certificate](#)
- BCG Strategic & Experience Design – Forage
- Master Web & Mobile Design: Figma, UI/UX Essentials – [View Certificate](#)
- UX Design Workshop – [View Certificate](#)