



Varsha Shakti, UI Designer

A Computer Engineer turned to UI designer, passionate about improving the ways in which we interact with technology by creating easy, simple & intuitive designs.

Projects

CareerFoundry, Certified UI Designer, July 2019 - Dec 2019

Designed 5+ variety of mobile apps. Devised 2 versions of same app (iPhone version & Android version). Created user personas using qualitative research & analysis. Conducted user and stakeholder interviews, usability testing, A/B testing and created user flows, rapid sketches, low-mid-high fidelity wireframes, final mockup, branding and interactive prototype using standard tools and techniques for different projects. Created the complete look & feel of mobile app. Maintained consistent typography, screen layout & UI kit.

App Name: [Feel Sporty \(Online Store App + Responsive Web\)](#)

CareerFoundry, Nov 2019

- Designed Online store for all kinds of sportswear and sports accessories. Based on user stories, customer can explore the products without any login/registration. Before checkout, customer can check feedback from other customers and can buy multiple products at a time
- Responsible for creating user flow, styleguide, wireframes, mockups, final high-fidelity prototype. Tools Used are Sketch, InVision, Magic Mirror, Balsamiq, Marvel, OmniGraffle

App Name: [Being Volunteer \(Mobile App for iPhone & Android\)](#)

CareerFoundry, Oct 2019

- User can use this app to help anybody who is in need of help. For example, if user wants to distribute food for poor people on street, then the user can create help request by adding all details like how many people are required, place & time. For other users, they can accept the request and join to distribute food. User can perform 2 major tasks 1). Create help request 2). Accept help request
- Designed mobile app for iOS & Android platform by maintaining individual platform guidelines. Created the complete look and feel of mobile app. Maintained consistent typography, screen layout & UI kit. Added contextual information and applied consistent design patterns to the mobile app. Responsible for creating user flows, wireframes, low-mid-high fidelity prototyping, Styleguide for both versions. Tools Used are Sketch, InVision, Magic Mirror, Balsamiq, Marvel, OmniGraffle.

Education

● [UI Design Course](#)

CareerFoundry, Online, 15 July 2019 - 1 Dec 2019

4.5 Months of intensive project based training in UI Design with a focus on Web and Mobile App design.

● [German Language Course \(B1\)](#)

DÜS Eckert, Düsseldorf, Dec 2017 - April 2018 / Feb 2019 - April 2019

Completed 6 months of intensive german language course till B1 level including 1 month of political course.

● [Master of Engineering in Computer Science](#)

RGPV University, Indore India, June 2016

Research work on "Image security Mechanism using combination of Steganography, Watermarking and Cryptography with secure key".

Publications

- An Implementation and Modification of Various Techniques to Secure Images using various methods like Steganography Watermarking and Cryptography, International Journal of Research in Management Science and Technology Vol. III Issue. VI, November 2015 [Link](#)
- A Survey on Various Techniques to Secure Images using various methods like steganography watermarking and cryptography, International Journal of Technology Research and Management ISSN (Online): 2348-9006 Vol 2 Issue 12 December 2015 [Link](#)

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Software & Tools

- Sketch
- InVision
- Magic Mirror
- OmniGraffle
- Balsamiq
- Flinto
- Marvel
- MS Office

Hard Skills

- UI/UX Design
- User Personas
- User Flows
- Wireframing
- Prototyping
- Mockups
- HTML
- CSS
- Bootstrap

Soft Skills

- Creativity
- Adaptability
- Interpersonal Skills
- Work Ethic

Languages

- English - Fluent
- German - B1 Level
- Hindi - Native