

# Karan Suthar

## Senior UI/ UX Designer

### SUMMARY

The engineer brings a robust 8-year professional journey in UI/UX design and development, championing user experience with a comprehensive toolkit of design software, including Sketch, Figma, and Adobe Creative Suite, paired with proficiency in front-end technologies such as HTML5, CSS3, JavaScript, and Vue.

Their technical acumen is evidenced by successful project leadership at Tridhya Tech, along with prior strategic roles at CENTRIC WEB SOLUTION and OMMUNE IT SOLUTION. A pattern of ongoing user research and a commitment to user-centered solutions underscore their approach, while their background includes tantalizing glimpses into cross-industry versatility, from IT solutions to engineering with LARSEN & TOUBRO.

This candidate's blend of creative mastery, user empathy, and technical skill makes them an ideal candidate for catalyzing both meticulous detail work and visionary product development.

### TECHNICAL SKILLS

<b>Main Technical Skills</b>	UI/UX Design (8 yr.), HTML5 (5 yr.), CSS3 (5 yr.), JavaScript (5 yr.), Sketch
<b>Programming Languages</b>	JavaScript (5 yr.)
<b>UI Frameworks, Libraries, and Browsers</b>	Bootstrap 4, CSS3 (5 yr.), Foundation, HTML5 (5 yr.), jQuery
<b>JavaScript Frameworks</b>	jQuery
<b>UI/UX/Wireframing</b>	Sketch, UI/UX Design (8 yr.)
<b>iOS Libraries and Tools</b>	UIKit
<b>Other Technical Skills</b>	Vue draggable

## WORK EXPERIENCE

### Sr. UI/UX Designer, Softpartnas

**Duration:** Oct 2018 – Present

**Summary:**

- Participated in the project Softpartnas as a Sr designer.
- UI/UX Designer, optimizing user interface designs and creating prototypes for new product ideas

**Responsibilities:** Plan and implement new designs, optimize existing user interface designs, test for intuitivity and experience, communicate with clients to understand their business goals and objectives, develop technical and business requirements, deliver intuitive and user-centered solutions, create prototypes for new product ideas, test new ideas before implementing, conduct ongoing user research.

**Technologies:** Sketch, Figma, Adobe XD, HTML5, CSS3, Javascript, Bootstrap

### Sr. UI/UX Designer, Dr Julian

**Duration:** Oct 2018 – Present

**Summary:** Contributed to the development of Dr Julian, focusing on user interface design and experience, and effectively communicating with clients to meet business objectives.

**Responsibilities:** Plan and implement new designs, optimize existing user interface designs, test for intuitivity and experience, communicate with clients to understand their business goals and objectives, develop technical and business requirements, combine creativity with awareness of the design elements, create and test prototypes, conduct ongoing user research.

**Technologies:** Sketch, Figma, Adobe XD, HTML5, CSS3, Javascript, Vue, Bootstrap

### Sr. UI/UX Designer, Iron Depot

**Duration:** Oct 2018 – Present

**Summary:** Played a key role in the Iron Depot project by optimizing designs for intuitivity and creating user-centered solutions.

**Responsibilities:** Optimize existing user interface designs, test for intuitivity and experience, develop intuitive and user-centered solutions, conduct ongoing user research.

**Technologies:** Figma, HTML5, CSS3, Javascript, Foundation

### Sr. UI/UX Designer, Asterix Computers

**Duration:** Oct 2018 – Present

**Summary:** Led design efforts for Asterix Computers, enhancing user experience and creating prototypes to test new ideas.

**Responsibilities:** Plan and implement new designs, test for intuitivity and experience, create prototypes for new product ideas, test new ideas before implementing, conduct ongoing user research.

**Technologies:** Figma, Adobe XD, Photoshop, Illustrator, CSS3, Javascript, Ulkit

### Sr. UI/UX Designer, Dealstrike

**Duration:** Oct 2018 – Present

**Summary:** Engaged in designing and optimizing Dealstrike's user interface to improve the overall user experience.



**Responsibilities:** Optimize existing user interface designs, test for intuitivity and experience, communicate with clients to understand their business goals and objectives, develop technical and business requirements, deliver intuitive and user-centered solutions.

**Technologies:** Sketch, Figma, HTML5, CSS3, Axure, InVision

### **Sr. UI/UX Designer, Flexidesk**

**Duration:** Oct 2018 – Present

**Summary:** Contributed to the UI/UX design of Flexidesk, ensuring the final product was aligned with client requirements and user needs.

**Responsibilities:** Plan and implement new designs, develop technical and business requirements, deliver intuitive and user-centered solutions, create prototypes for new product ideas, test new ideas before implementing.

**Technologies:** Sketch, Figma, Adobe XD, HTML5, CSS3, Javascript, Foundation

### **Sr. UI/UX Designer, Xgentech**

**Duration:** Oct 2018 – Present

**Summary:** Played a critical role in the development of Xgentech by designing user interfaces that are easy to use and appealing.

**Responsibilities:** Plan and implement new designs, optimize existing user interface designs, test for intuitivity and experience, develop intuitive and user-centered solutions.

**Technologies:** Figma, HTML5, CSS3, Javascript, Axure, Balasmiq

### **Sr. UI/UX Designer, One tree world [Mobile]**

**Duration:** Oct 2018 – Present

**Summary:** Designed mobile interfaces for One Tree World, focusing on intuitivity and user engagement.

**Responsibilities:** Plan and implement new designs, create prototypes for new product ideas, test new ideas before implementing, conduct ongoing user research.

**Technologies:** Sketch, Figma, Principle, Flinto

### **Sr. UI/UX Designer, Mobile data watcher [Mobile]**

**Duration:** Oct 2018 – Present

**Summary:** Worked on Mobile Data Watcher to enhance user experience and design solutions that promote ease of use and functionality.

**Responsibilities:** Plan and implement new designs, test for intuitivity and experience, create prototypes for new product ideas.

**Technologies:** Sketch, Adobe XD, InVision, Principle

### **Sr. UI/UX Designer, Dr Julian [Mobile]**

**Duration:** Oct 2018 – Present

**Summary:** Improved mobile user experience for Dr Julian by refining user interfaces and streamlining the design process.

**Responsibilities:** Optimize existing user interface designs, communicate with clients to understand their business goals and objectives, develop intuitive and user-centered solutions, conduct ongoing user research.

**Technologies:** Figma, HTML5, CSS3, Javascript

