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

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

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