

SARANG NIKHADE

UX / UI Designer

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PROFESSIONAL SUMMARY

UX/UI Designer with 8+ years delivering end-to-end design across government services, B2B platforms, fintech, and B2C health and consumer apps. Experienced in user research, persona frameworks, usability testing, interaction design, and responsive visual design with developer-ready handoff specs. Recently specialised in VR and cross-platform UI through an MA in Game Development, building under tight technical constraints. Increasingly drawn to developer-facing products and complex tooling, working comfortably at the intersection of design and engineering, and staying involved through QA to ensure what ships matches what was designed.

CORE SKILLS

User Experience (UX) Design • User Interface (UI) Design • User Research (Interviews, Surveys, Personas) • Usability & A/B Testing • Wireframing & Prototyping • Interaction Design • Design Systems • Information Architecture • High-Fidelity Mockups • Responsive & Cross-Platform Design • Developer Handoff & QA • AI-Assisted Design Workflows

Tools: Figma, Adobe XD, Miro, Illustrator, Photoshop, Unity

PROFESSIONAL EXPERIENCE

Senior UX/UI Designer

Jan 2023 – Sep 2023

Orangebits Software Technologies | Nagpur, India

- Designed end-to-end UI/UX for web and mobile products, covering wireframes, prototypes, and final visual assets.
- Delivered responsive layouts and developer-ready specs using Figma and Adobe XD; led user-centric design for fintech and digital retail products, lifting customer satisfaction by 15%.
- Reduced asset load time by 10% through component audits and file cleanup, and streamlined Unity-based cross-platform UI to accelerate iteration cycles by 30%.
- Collaborated with developers during QA to ensure pixel-accurate delivery.

Senior Consultant / Creative Consultant

Dec 2017 – Dec 2022

Pragmatyc (formerly Maximess) | Nagpur, India

- Managed end-to-end UX delivery for government, B2B, and B2C clients across health and product sectors, acting as the main design contact and translating business goals into user-centred solutions.
- Led user research, persona development, and usability testing to shape product direction; ran stakeholder workshops in Miro to map journeys and define requirements.
- Built interactive prototypes in Figma and Adobe XD for client presentations and usability testing, reducing iteration time by up to 40% and improving onboarding efficiency by 20%.
- Delivered responsive designs across mobile and desktop with documented handoff specs, and mentored junior designers to maintain quality standards across projects.

Graphic Designer

Apr 2015 – May 2017

Zealium Technologies Pvt. Ltd | Pune, India

- Designed logos, web interfaces, and mobile app screens for 15+ client projects, managing end-to-end visual production from concept to delivery.
- Produced branding systems, social media asset packages, and e-learning visuals for clients including Indian Railways, increasing brand engagement by 15%.

EDUCATION

MA Game Development (Design) — First Class with Distinction

Jan 2024 – Mar 2025

Kingston University, London

B.Sc. Graphics & Multimedia Animation — First Class with Distinction

2011 – 2014

Anitoons School of Animation, Nagpur, India

CERTIFICATIONS & AWARDS

- Quality Champ Award (2020) — recognised for high-impact design solutions that improved user journeys across key digital products.
- Foundations of User Experience (UX) Design • Front-End Development (CSS) • Digital Skills: User Experience.

LANGUAGES

English, Hindi, Marathi