

## EDUCATIONAL

### University of Texas at Austin

2023 - 2024 PGUXD

### Designerrs Academy

2022 UI/UX Design

### UI/UX Certification, Google by Coursera

2021 - 2022

### Bhairab Ganguly College, WBSU –B.A

2012 - 2015

## SKILLS

UX Design  
Design Thinking  
Prototyping  
Wireframing

## TOOLBOX

Figma  
Affinity  
Adobe Photoshop  
Adobe Illustrator  
Adobe Premier Pro  
Adobe After Effect  
3D Max

## ASK ME ABOUT

Karate  
Photography  
Home cooking  
Track and field activity  
Theatre

## PORTFOLIO

Link: [mrinmoym.com](https://mrinmoym.com)

## WORK

### UI/UX Designer

Nunify • Jul 2024 - Present

1. UI/UX Designer | Built High-Converting Marketing Pages & Streamlined Event Flows at Nunify | Specializing in User-Centred App Design (SNAP, ZUNO) | Boosting Engagement & Leads.

2. Designed marketing web pages (pricing, comparison, events) that increased lead generation by X% through optimized user journeys. (Estimate or use real metrics if available.)

3. Led UX for SNAP, a new app from scratch, focusing on intuitive interfaces that enhanced user adoption.

4. Created Qzero logo and currently driving ZUNO project, emphasizing brand-aligned visuals and seamless experiences.

5. Optimized Nunify's Upgrade and Event Creation flows, reducing user friction and improving completion rates by Y%.

### UI/UX Designer

Provus • Nov 2022 - Jun 2024

I worked primarily on the UI/UX for the Provus CMS, collaborating closely with the Product Manager and senior designers. This was my first experience working on a SaaS platform.

### UI/UX Designer Freelance

2DOT47 • Sep 2022 - Nov 2022

Collaborated with development teams and delivered design solutions following an Agile methodology, with special attention to the end-user perception. This helped keep customers and employer happy with my work.

Responsible for all aspects of UX and Interaction Design process which include

User Research,  
Personas,  
Wireframing,  
Visual UI Design,  
Lo-Fi and Hi-Fi Mockups

### UI/UX Intern

Itilite • May 2022 - Aug 2022