SAHAYA ASMI LANIBA

UI/UX DESIGNER

CONTACT

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TECHNICAL SKILLS

Design Tools:
Figma, Adobe XD, Canva, Photoshop

UI/UX Core Concepts:
UI/UX Design, Wireframing, Prototyping, User Research, User Flows

Frontend Development:
HTML & CSS, JavaScript

Development Tools:
VS Code, Git, GitHub

EDUCATION

B.E. Computer Science
Stella Mary's College of Engineering, Kanyakumari
Passing Year: 2026
CGPA: 8.15

CERTIFICATIONS

UI/UX Design
Placemantra | 2025

Web Development
Core Coders | 2026

LANGUAGES

- English
- Tamil

CAREER OBJECTIVE

Passionate UI/UX Design fresher with a strong foundation in user-centered research, wireframing, and interactive prototyping. Skilled in translating complex user problems into clean, minimalist digital experiences using Figma and modern front-end technologies.

PROJECTS

1. Food Ordering App - Figma, UI/UX Design

- Designed a user-centric food delivery interface with seamless food discovery and checkout flows.
- Created wireframes, high-fidelity prototypes, and a clean visual system in Figma.

2. College Event Management - Figma, UI/UX Design

- Built a centralized campus event platform featuring minimalist bento grid layouts and easy registration.
- Designed responsive UI dashboards and interactive prototypes for desktop and mobile views.

3. Expense Tracker - UI/UX Design, Web Development

- Developed a personal finance dashboard to track daily income, expenses, and transaction logs.
- Focused on data visualization UI components and clean typography for clear financial monitoring.

INTERNSHIP

UI/UX Design Internship - Placemantra | April 2025
Designed intuitive user interfaces and user flows for web applications using Figma. Created wireframes and interactive prototypes focusing on clean typography and responsive layouts.