Gaurang Bagadiya

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Experience

UX/UI Designer [November 2023 - Present**] - Remote**
PurpleLeaf Strategy GmbH, Germany

- Working and collaborating **with Company partners** like Sanofi, Novo Nordisk, Chiesi, Alexion, AbbVie, GSK, and many more.
- Refine, design**, implement, test**, and publish the various **features of the Product** Process Designer web application.
- Writing and maintaining **unit tests** so that quality is maintained and adhered to functional requirements.
- **Peer-reviewing** code from team members.
- Participation in **Product Backlog** Refinement sessions to formulate user stories by clarifying the technical details.
- Developed interactive **wireframes** and detailed **prototypes** for five major projects within tight deadlines, achieving full stakeholder approval before development began, while ensuring adherence to established brand guidelines.
- Participation and presentation in multi-party meetings as well as external events.
- Led complete UX/UI design processes from improving user flows and designing interfaces to building components and testing usability, delivering user-friendly solutions that boosted satisfaction and efficiency.

UX Designer [October 2024 - March 2025**] – Contract**
KriraAi, Surat, India

- Helping with my design to make their **brand unique** and beautiful.
- Design an **application** and maintenance to improve the **user experience**.
- Create and maintain their **CRM System** and Design Improvements.
- Guided and developed a cohort of 4 junior designers, resulting in an average **skill improvement score of 30 %** over six months as assessed by project feedback and peer evaluation.
- Coordinate closely with engineers during the product development to focus on accessibility and responsiveness to ensure the application and CRM provide a **smooth experience** across all devices for all users.
- Ensuring all **UI components** functioned seamlessly. Findings identified three major areas for optimisation, enhancing performance efficiency by 25%.

UX/UI Designer [July 2022 - December 2022 **] – Full time**
Freelancer

- Crafted engaging, **user-centric interfaces** for web and mobile platforms, enhancing user experience across applications. Improved overall customer **satisfaction ratings by 30%** through iterative design processes and **usability testing.**
- Developed comprehensive design systems and detailed **style guides**, enhancing **brand consistency** across 35+ projects while providing clarity for the team on **visual standards.**
- **Researched** and **analysed** emerging **industry trends**, integrating findings into design strategies that improved user engagement scores by 30%, enhancing overall satisfaction with digital products developed throughout the project lifecycle.
- Guided and developed a cohort of five junior designers, resulting in an average skill improvement score of 30% over six months as assessed by project feedback and peer evaluations.

Junior UX/UI] Visual Designer [April 2020 - Jul 2022 **]-Full time**
Belymon Infotech, Surat, India.

- Designed and developed a user-centric UX/UI Solution for five websites and three mobile applications, leveraging Figma, Adobe XD, Adobe Photoshop, and Adobe Illustrator to enhance visual appeal and functionality during my training period and functionality.
- Contributed to the entire design process, including research, conceptualization, prototyping, and usability testing.

- Established clear lines of communication among team members throughout the entire design lifecycle ensured the completion milestone was met one week early on two high-profile projects without sacrificing quality or scope.
- Developed expertise in design principles and color theory, contributing to the creation of 15 distinct branding assets that enhanced client recognition and drove user engagement by more than 30% across the digital platform.

Education

Master of Science, Web Engineering – Grade: 2.6
Technische Universität Chemnitz, Chemnitz, Germany [October 2022 - October 2025]
- Software-Service-Engineering
- Image understanding
- Machine Learning
- Cloud and web application
- Design a Distributed System

Bachelor of Computer Application – Grade: 1.7
Veer Narmad south University, Surat, India [Jun 2018 - Jul 2021]
- Web technology
- Database management systems
- Artificial Intelligence (AI)

Designing Skills

- Interaction Design   : **UI/UX Design,** Accessibility, Gamification, Design Fiction, Micro-interaction
- Interface & Visual Design : **Branding, Graphic Design, Mobile & Web Design,** Story Telling, Brand Guidelines
- Research   : **Usability Testing**, Competitive analysis, Quantitative & **Qualitative Research**, Data analysis
- Strategy   : Product Strategy, **Roadmap Planning,** Brainstorming, A/B Testing, Team Alignment, Product roadmap, Stakeholder interview, Handling complex interviews
- Tools   : **Figma, Adobe creative Suite,** Mirom Protopie, Miro, Zira, Indesign
- Management & collaboration: Cross-Functional collaboration, Culture shaping Velocity, Relatio Building
- Programming Skill   : **HTML, CSS, C/C++, Java Script, MERN**

Social Skills

- Team leadership and project management
- Independent work and rapid adaptability
- Problem-solving oriented thinking
- Strong communication skills and the ability to work in a team

Certificates

- **Foundations of UX Experience Design**
- **Start the UX Design Process: Empathize, Define, and Ideate**
- **Build a wireframe and low-fidelity prototype**
- **Interaction Flow Design**
- **User Experience in Web Design**
- **Interaction Design**
- **Sketching for UX Designers**
- **Analysing user data**
- **Creating Personas, Ideation**
- **Scenarios and Storyboards, Implementation Planning**

Language

- Deutsch (A2)
- Englisch (Fluent)