



MEENA PRIYA.S

UX/UI designer

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An interdisciplinary creative, fascinated by user experience and how everyday decisions are influenced by design. Specialized in User Research, Brand development, Graphic Design, and Visual Content Creation. Skilled in Figma, and Adobe creative suite (Illustrator, Photoshop, XD, and InDesign), with an eye for detail.

WORK EXPERIENCE

UX/UI Designer (CoinKids, Netherlands - Remote)

Present

A fintech Project that lets kids take control of their money and learn in a fun and engaging way by giving kids financial superpowers for life. Creating design system, HiFi wireframes, dashboards, userflows and prototyping.

UX/UI Designer, (Gosee, Germany - Remote)

5months
2023

Currently working on developing a new platform - "Gosee Expert" by communicating to stakeholders & developers. Creating dashboards, sitemaps, user flows, wireframing & prototyping.

UX/UI / Conversational Designer, (Antler - MoveBite, Amsterdam)

3 months
2023

Working with 2 entrepreneurs and one UX designer from Antler Residency program to design for an MVP in order to launch a new start-up called MoveBite.

- Conducting user research & Interviews
- Building Conversational design
- Building Slack conversational dashboards with the chatbot.
- Creating low-fidelity and mid-fidelity wireframes
- Creating the overall brand style for movebite

TheMathCompany (Senior Graphic Designer, Marketing)

2021 - 2022

A senior associate graphic designer, creating design assets for running campaigns and hiring collateral needs, internal and external requirements for both India and US teams. Helping the UXUI team to create dashboards for International clients

Consultant Graphic Designer

2021 (Contract)

- Graphic Designer at NUMMERO, Bangalore.
- Graphic Designer at AMETEK, Inc, Bangalore
- Designing B2B Collaterals and Event Design Management

SPINATURE (Founder, Designer, Ceramist)

2019 - 2021

Designing and manufacturing of ceramic tableware products under the brand Spinature handmade.

OUTSHINY BAGS Pvt Ltd (Associate Product designer)

2017 (6 months)

Product design and innovation in creating a new brand for the parent company called ARTICFOX.

Internships & Projects

2015-2017

- Product Designer at Flinto Learning Soln., Chennai (7 months)
- Packaging Designer at Sunray Design Studio, Chennai (4 months)
- Product Researcher Intern at CUMI, Hosur (2 months)

EDUCATION BACKGROUND

Bootcamp (UI/UX Design - Interaction Design)

2023 (3 months)

Ironhack - Amsterdam (remote)

Master of Design,

2019 - 2021

Industrial Arts, and Design Practices.
Srishti School of Art, Design, and Technology - Bangalore.

Bachelor of Design,

2013 - 2017

Lifestyle, and Accessory Design.
National Institute of Fashion Technology - Chennai.

Certificate Course (UI/UX Design)

2021 (6 months)

DesignBoat UI/UX school - Bengaluru

SOFTWARE SKILLS

Adobe Illustrator	●●●●●●
Adobe InDesign	●●●●●●
Photoshop	●●●●●●
Figma	●●●●●●
Adobe XD	●●●●●●
Sketch	●●●●●●
Invision	●●●●●●
Axure	●●●●●●
After Effects	●●●●●●

PROFESSIONAL SKILLS

Communication	●●●●●●
Digital Branding	●●●●●●
Design Thinking	●●●●●●
Self-Challenging	●●●●●●
Campaigning	●●●●●●
R&D	●●●●●●

PERSONAL SKILLS

Time Management	●●●●●●
Problem Solver	●●●●●●
Eye For Detail	●●●●●●
Teamworking	●●●●●●
Multitasking	●●●●●●
Leadership	●●●●●●

LANGUAGE SKILLS



HOBBIES

