

SMYLIE

UX Designer | Product Design · UI/UX · Front-End Development

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PROFESSIONAL SUMMARY

UX Designer with 3+ years of experience designing end-to-end digital experiences across enterprise SaaS, eCommerce, and industrial B2B platforms. Skilled in user research, information architecture, wireframing, and high-fidelity prototyping in Figma, with a strong eye for visual and interaction design. Distinguished by the ability to bridge design and engineering — a front-end development background means designs are grounded in technical feasibility, communicated precisely to developers, and frequently self-implemented to pixel-perfect, production-ready standards. Comfortable owning a design problem from user research through to shipped UI.

CORE SKILLS

UX Design: User Research · Information Architecture · Wireframing · Prototyping · Usability Principles · Design Systems

UI Design: Figma · Visual Design · Responsive Design · Interaction Design · Accessibility (WCAG basics)

Front-End: HTML5 · CSS3 · JavaScript (ES6+) · React.js · Material-UI · Styled-Components / SCSS

Collaboration: Dev Handoff · REST API Integration Awareness · Agile / Scrum · Cross-functional Stakeholder Communication

WORK EXPERIENCE

Analyst – A3 Development (UX-focused) — Agyom Technologies

Jan 30, 2026 – Present

- Lead end-to-end UX design for enterprise web platforms — conducting stakeholder interviews, mapping user flows, and producing wireframes and high-fidelity Figma prototypes ahead of development.
- Design and maintain a reusable component library (UI patterns + front-end-ready specs), improving design consistency and cutting handoff time for the development team.
- Partner directly with product managers and engineers to validate that designs are technically feasible, often contributing to front-end implementation to ensure pixel-accurate delivery.
- Run usability reviews and iterate on designs based on user feedback and behavioral data, improving task completion and reducing user drop-off on key flows.

Analyst – Development (UX Design & Front-End) — Brickred Systems

Feb 2023 – Jan 2026

- Worked in a dual design-and-development capacity — owning UX design (wireframes, user flows, Figma prototypes) for client products and personally building the front-end (React.js, HTML5, CSS3) for the same features, end-to-end.
- Translated business requirements into intuitive information architecture and interaction patterns, then implemented those designs directly into responsive, production code.
- Built and governed reusable design-system components in Figma and React, keeping design and code in sync and enforcing visual consistency across product lines.
- Partnered closely with UI/UX designers and engineers on shared projects, converting Figma mockups into pixel-perfect, functional interfaces with precise attention to detail.
- Participated in Agile ceremonies — sprint planning, standups, and retrospectives — representing both design and engineering perspectives in product decisions.

KEY PROJECTS

Provert Systems & Solutions — Corporate Website (B2B Industrial)

Role: UX/UI Designer & Developer | **Tools:** Figma · User Research · IA · Responsive Web Design · HTML/CSS/JS

- Owned the full UX process end-to-end for an industrial manufacturer's public website — user research, information architecture, wireframes, and high-fidelity UI design in Figma.
- Designed the site structure and navigation around a large, technical product catalog (12+ industrial equipment categories), prioritizing discoverability for B2B buyers and researchers.
- Designed a multi-step product enquiry / quote-request flow to convert technical visitors into qualified leads.

- Built and shipped the front-end implementation, translating the design system into a fully responsive, production website (provertsystems.com).

SCM Enhancement — Caterpillar (Salesforce Platform)

Role: UX Designer | **Tools:** Figma · Salesforce LWC · Dashboard Design · Data Visualization

- Designed intuitive UI/UX flows for Caterpillar's Supply Chain Management dashboard, focused on simplifying complex logistics data for end users.
- Redesigned key data visualizations and reporting views to improve clarity and reduce time-to-insight for supply chain analysts.
- Worked with the Salesforce dev team to translate designs into reusable LWC components, improving reporting efficiency and user productivity.

EPM Automations — Caterpillar (Enterprise Performance Module)

Role: UX Designer | **Tools:** Figma · Salesforce LWC · Workflow Design · Process Automation

- Designed the UX for a separate enterprise performance management module within Caterpillar's Salesforce ecosystem, focused on automating manual reporting workflows.
- Mapped existing manual processes and redesigned them into streamlined, automated UI flows, reducing steps required to complete core tasks.
- Created dashboard and form layouts that surfaced key performance metrics clearly for non-technical business users.

Mestores — eCommerce Platform

Role: UX/UI Designer | **Tools:** Figma · React.js · Material-UI · User Flows

- Designed responsive product browsing, cart, and checkout experiences end-to-end, focused on reducing friction in the purchase funnel.
- Built and implemented a reusable component design system, ensuring visual and interaction consistency across the application.

ALJ Digital — Financial Services Platform

Role: UX Designer | **Tools:** Figma · React.js · User Flows · Form Design

- Designed user registration, loan application tracking, and account management flows for a digital financial services platform (Auto Loans, Cash Financing, SRM).
- Simplified multi-step financial forms to reduce user errors and abandonment during sensitive, high-stakes flows.

RecommendGPT — AI Conversational Interface

Role: UX/UI Designer | **Tools:** Figma · React.js · Conversational UI

- Led end-to-end UI/UX design for a conversational AI interface, designing chat layouts optimized for readability and natural interaction flow.
- Translated designs into responsive, accessible React interfaces with full cross-device support.

Mentorpedia — Online Mentorship Platform

Role: UX Designer | **Tools:** Figma · Material-UI · Accessible Design

- Designed the end-to-end frontend experience for a mentorship marketplace, focused on intuitive navigation and accessible design patterns to support meaningful mentor-mentee engagement.

Bricknet — Internal HR Platform

Role: UX Designer & Full Stack Developer | **Tools:** Figma · React.js · SRS/FRS · ER Diagrams

- Owned the design of the User Module for an internal HR platform — led requirements gathering, authored SRS/FRS documentation, and designed sequence and ER diagrams.
- Designed the complete Figma prototype and led front-end development, delivering a production-ready module.

EDUCATION

B.Tech — Computer Science Engineering CGPA: 8.83 / 10.0

I.K. Gujral Punjab Technical University, Main Campus, Kapurthala