




SHREYA CHOPRA

Sr. UI/UX | Graphic | Product Designer

Nationality
Indian

Date Of Birth
12 Nov, 1994

Experience
7+ Yrs

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 [My Website/Portfolio](#)

PROFILE

UI/UX Designer with 7+ years of experience designing user-centric apps and websites across industries such as Automobile, IoT, AgriTech, E-learning, and E-commerce. Proficient in Figma, Adobe Suite, and Protopie. Strong focus on blending aesthetics with functionality to deliver seamless user experiences and build consistent design systems. Experienced in UX research, prototyping, usability testing, and iterative design based on user feedback. Enthusiastic about leveraging AI tools like Uizard, Galileo AI, and Relume to boost productivity.

CORE COMPETENCIES

- UI Design ● UX Research ● Wireframing & Prototyping ● Design Systems
- Responsive Design ● Interaction Design ● Usability Testing
- Agile Collaboration ● Figma ● Adobe Creative Suite ● Protopie
- AI Tools (Lovable, Dzone AI, Figma, Rytr, Napkin AI, Uizard,)

SOFTWARE KNOWLEDGE



Figma

Ui Design, UX Design

Ps

Adobe

Ai

UI Design, Video
Editing, Iconography,
Vector Elements, UI

Ae

Mockups, Micro-
Animation.

Xd



AI Tools

For Fast Results, Better
Productivity



Framer

Responsive Layouts



M365

UX, Documentation,
Team Collaboration

EMPLOYMENT HISTORY

Senior UI/UX Designer

TATA Technologies Limited, January 2025 – Present

- Designing user-friendly interfaces for digital platforms, Work with cross-functional teams to develop and maintain design systems.
- Create detailed prototypes and design solutions to address UI challenges.
- Enhance user interaction and meet business objectives through cohesive designs

Senior UI/UX Designer

RNF Technologies, October 2020 – December 2024

- Created interactive, user-centered designs, delivering innovative concepts, wireframes, low and high fidelity prototypes, and engaging user experiences.
- Designed 10+ websites and 8+ Mobile Apps for a variety of screen sizes, tablets, and mobile platforms.

Senior Graphic Designer

Imarti Media Pvt. Ltd., March 2018 – October 2020

- Designed aesthetically pleasing branding & agent advertising increasing customer interest by 20%.
- Designed Social Media banners for promotions & campaigns & worked on UI design for web & Mobile.

INTERNSHIP

Game Designer

WinZo Games, September 2017 – January 2018

- Designed gameplay scenarios in various styles & for different purposes.

Game Designer

Mad Over Games, April 2016 – August 2017

- Created promotional videos, Banners & graphics, 2D Games.

EDUCATION AND TRAINING

Diploma Certificate in VFX & Animation

Reliance Education, April 2013 – March 2016

B.A Programme

Delhi University, July 2014

Google UX Design Professional Certificate

Coursera, Completed in October 2024

- Foundations of User Experience (UX) Design
- UX Design Process” Empathize, Define & Ideate
- Build Wireframes and Low Fidelity Prototypes
- Conduct UX Research and Test Early Concepts
- Create High Fidelity Designs & Prototypes in Figma
- Build Dynamic User Interfaces (UI) For Web and Mobile
- Design a User Experience for social good.

Principles of UI/UX Design

Coursera, March 2025 – Pursuing