

DEV RAJWADI

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EDUCATION

Bachelor of Engineering in Computer Science, Keshav Memorial Engineering College

2022 – 2026

Relevant Coursework: Web Development, UI/UX Design, Software Engineering

EXPERIENCE

UI/UX Designer

Giakaa — Mar 2026 – Present

Worked across *Hema AI* and *Fintech Stable*

- Designed end-to-end product, web, and brand experiences across **Hema AI** and **Fintech Stable**, contributing to 10+ AI SaaS workflows, responsive website sections, and startup communication assets.
- Designed 20+ product screens and interactive prototypes for Hema AI's onboarding, dashboard, analytics, and AI workflow modules, translating requirements into intuitive interfaces, structured flows, and scalable UI patterns.
- Developed 150+ social creatives, 3+ investor decks, and 15+ branded web/UI assets, while building reusable UI components, responsive layouts, and scalable visual systems across product and marketing deliverables.

UI/UX Designer Intern

CloudQA — Nov 2025 – Feb 2026

- Led end-to-end UI execution across 5+ production screens for a SaaS web application in Figma, converting product requirements into wireframes, polished interfaces, and clickable prototypes for key onboarding and usage flows.
- Built 10+ reusable UI components and design patterns, and collaborated with developers across multiple sprints to support design handoff, implementation feasibility, and visual consistency across core user workflows.

SKILLS

UI/UX & Design Tools: Figma, Adobe XD, Adobe Photoshop, Canva, Framer

UX & Design Skills: User-Centered Design, UX Research, Wireframing, Prototyping, Responsive Design, Design Systems, Information Architecture, User Flows, User Journey Mapping, User Personas, Usability Testing, Accessibility, Interaction Design, Visual Hierarchy, Design Thinking

Frontend (UI Implementation): HTML, CSS, React.js, Next.js

PROJECTS

- **XYZ – AI Visibility Intelligence Platform (Design Screening · o8m Labs)**
 - Crafted full brand identity, 13-section landing page, product dashboard, and 4 social assets from a design brief.
 - Engineered complete design system from scratch — dark violet palette, Inter type scale, and reusable UI components across deliverables.
 - Delivered 4 prototype interactions and research-led competitive differentiation against 3 direct rivals.
- **Vibe – Social Music Discovery Platform (Product Design Case Study)**
 - Conceptualized a social-first music discovery platform with 6+ mobile screens focused on mood-based exploration.
 - Created 8+ user flows, wireframes, and mobile prototypes for discovery, playback, and sharing experiences.
 - Applied usability and information architecture principles to improve navigation clarity across 4+ user journeys.
- **BBW – Startup Operating System (UI/UX Product Design)**
 - Orchestrated a unified startup workspace integrating messaging, updates, and task management across 5+ interface modules.
 - Streamlined navigation across 10+ channels, direct messages, and task views to improve usability and scalability.
 - Developed a scalable design system and command-style search supporting navigation across 4+ workflow modules.

CERTIFICATIONS

- **Foundations of User Experience (UX) Design – Google (Coursera)**