

# VIGHNESH BHASKARAN IYER

## UI UX DESIGNER



vigiyer1493@gmail.com



+91 9591770958



Bangalore, IN



[linkedin.com/in/vighneshiyer14/](https://www.linkedin.com/in/vighneshiyer14/)



[behance.net/vigiyer149509a](https://www.behance.net/vigiyer149509a)



[vigiyer.artstation.com](https://www.artstation.com/vigiyer)

## SUMMARY

3+ years of foundational experience in 3D hard surface and environment modeling in the VFX industry and graphics designing. I have good skills in Industry standard-tools like Figma, Photoshop, CorelDRAW, Maya, 3DS Max, Z Brush and Nuke. This enhanced skill is an asset which strengthens my understanding of design systems, layout composition, and user-centric requirements very essential for the role of a UI/UX Designer. I have successfully completed my UI/UX Design from IIIT-B with a CGPA of 4.00/4.00.

## KEY SKILLS

- User Testing • User Interviews • Empathy Mapping • Brand Development • Journey Mapping • Heuristic Evaluation
- Competitive Analysis • Task Analysis • Ethnography • Benchmarking

*Technical Skills: Figma, Photoshop, CorelDraw, Maya, 3DS Max, Z Brush, Nuke*

## EDUCATION

- B.Sc. Visual Communication from Annamalai University in 2023

## CERTIFICATION

- UI UX Design from IIIT-B in 2025
- Arena Animation International Program - Arena Animation in 2018

## PROJECTS

### HMI Interface Design for Automotive Dashboard

**Case Study:** [Click Here to go to HMI Interface Design for Automotive Dashboard](#)

- **Designed a digital car dashboard HMI** with an integrated speedometer, fuel indicator, and driver alerts in a clear, user-friendly layout.
- **Conducted user interviews and surveys** to capture expectations for usability, ergonomics, and quick access to critical information.
- **Prioritized clarity, safety, and aesthetics** through effective information hierarchy to minimize distractions while driving.
- **Delivered a final HMI concept** showcasing functional and visually appealing dashboard designs tailored for modern automotive interfaces.

### tripora Smart Travel App (Case Study)

**Detailed Case Study:** [Click here to go to tripora Smart Travel App UI/UX Detailed Case Study](#)

**Short Case Study:** [Click here to go to tripora Smart Travel App UI/UX Short Case Study](#)

- Designed a mobile-first travel booking app with a modern UI for flights, hotels, trains, and buses, including visual seat selection, real-time pricing, and support chat.
- Built intuitive navigation and personalized filters for a seamless booking experience across domestic and international travel.
- Conducted user research and competitive analysis to define key personas and address core pain points.

### CYBERBID Auction (Case Study)

**Detailed Case Study:** [Click here to go to CYBERBID E-Auction UI/UX Detailed Case Study](#)

**Short Case Study:** [Click here to go to CYBERBID E-Auction UI/UX Short Case Study](#)

- Developed a mobile-responsive, high-fidelity eAuction prototype with **intuitive navigation**, real-time interaction, & gamified engagement
- Defined user-specific workflows for buyers, sellers, and suppliers to streamline the auction process.
- Designed end-to-end UX in Figma, integrating flows, wireframes, and prototypes for a dynamic, user-first experience.

## PROFESSIONAL EXPERIENCE

### 3D Modeling Artist

Jul '21 - Feb '23

MPC FILMS - Technicolor | Bangalore, IN

#### Projects worked on:

Secret Headquarters

Guillermo del Toro's Pinocchio (2022)

Ant-Man and the Wasp: Quantumania

#### Responsibilities:

Making Hard surface, Environment, Prop Models using **Autodesk Maya** which was later on implemented in movies

### Graphics Designer

Feb '19 - May '20

Ovion Lifestyle Pvt. Ltd. | Bangalore, IN

#### Responsibilities:

- Created 3D and 2D product visuals using **Autodesk Maya**, **Adobe Photoshop**, and **CorelDRAW**.
- Enhanced product visual appeal by **expertly integrating textures & images**.
- Produced visual presentations & **marketing materials** to highlight product fit & features

### Jr. 3D Engineer

Sep '18 - Jan '19

TreisTek India Pvt. Ltd. | Bangalore, IN

#### Responsibilities:

- Designing textures for a building using **Photoshop** and mapping them onto 3D models in **Autodesk Maya**.
  - Performing **quality checks** on finished products and providing feedback or reports.
-