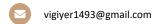
VIGHNESH BHASKARAN IYER

UI UX DESIGNER



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Bangalore, IN

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Bē <u>behance.net/vigiyer149509a</u>

vigiyer.artstation.com

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.