

SANITH SUVARNA

Senior UX/UI Designer

+91-9731931812

sanith.s74@gmail.com

Mangalore

<https://sanithsuvarna.vercel.app/>

<https://www.linkedin.com/in/sanith-suvarna/>

PROFESSIONAL SUMMARY

Senior UX/UI Designer with 4+ years of experience in end-to-end design processes, including user research, wireframing, prototyping, and design system creation. Currently working as a Lead UX/UI Designer in a product-based company, with prior experience in a service-based company. Skilled in delivering user-centered solutions across ERP websites, CRM systems, and B2B SaaS platforms. Proficient in Figma, Adobe Suite, Notion, and Miro, with hands-on experience in design-to-development handoff, usability testing, and Agile workflows. Passionate about solving complex UX challenges and creating accessible, functional interfaces

EXPERIENCE

Lead UX/UI Designer – Primesophic Technology

2024–PRESENT

Driving UX/UI strategies for CRM and ERP websites in a product-based company, managing a team of two designers and two developers. Spearheading user research, competitor analysis, and usability testing to gather user requirements and address challenges. Designing user flows, wireframes, and visual interfaces, while performing design QC and collaborating with stakeholders to deliver user-centric solutions aligned with business goals.

- Spearheading the revamp of the Primesophic Tech website, implementing a modern, funky, yet minimal design to elevate the company's digital presence and user experience.
- Designing Ordo CRM and Ordo ERP solutions from initial requirements, developing user flows, documenting processes, and collaborating with business analysts and stakeholders to align client requirements with business objectives.
- Contributing to the development of a new e-commerce platform for construction materials, enabling users to purchase materials directly or request bulk purchase quotes by specifying their ideal quantity and price—streamlining procurement for builders while optimizing bulk purchase rates.
- Partnering closely with developers to maintain the design system, prioritize end-user experience, reduce dependencies, and perform design QC alongside QA for seamless development and delivery.

UX/UI Designer – BixBytes Solutions

2023–2024

Leading UX/UI design for product-based applications, from requirement gathering to final delivery, creating user flows, wireframes, and visual designs while performing design quality control (QC), collaborating with developers and stakeholders, and iterating designs based on client feedback to enhance user experience.

- Designed cross-platform experiences for a Swiss-based project (social media, e-commerce, ticket booking, and food delivery) across mobile and web apps, while contributing to user flow creation and wireframing for real estate and hotel booking platforms.
- Conducted user interviews with 2-3K users and stakeholders for the Styra project, identifying pain points and enhancing electric meter installation and billing user journeys.
- Worked on CRM projects, delivering UI designs, user experience improvements, and design system components.
- Led the UX revamp of a website through a complete redesign, improving usability and visual appeal.
- Delivered three projects—a website and two cross-platform apps—while conducting design quality control (QC) and ensuring alignment with client requirements.
- Collaborated on client calls, presented design demos, gathered feedback, and implemented iterative improvements.

Freelance UX/UI Designer

2021

- Led a cross-functional team of 3 designers and 3 developers, delivering user-centric web and mobile solutions for tourism, cybersecurity, and e-commerce industries.
- Designed and prototyped an internal employee app and a café app for Qatar-based clients, enhancing workflow efficiency and user experience.

- Revamped a Malta-based tourist website, improving usability, accessibility, and visual appeal through competitor analysis and user research.
- Developed brand guidelines and performed competitor analysis for a EUR event website, aligning the brand identity with a modern, engaging digital aesthetic.
- Managed the end-to-end design lifecycle for the Pirlanta IT Solutions website, from gathering client requirements to creating wireframes, prototypes, and final UI designs.

Quality Analyst – Eagle View

2020–2022

Performed manual testing and quality assurance for product-based applications, collaborating with product and design teams to identify user pain points, suggest UX improvements, and enhance product performance while managing a team, training employees on QA processes, and ensuring timely releases.

- Conducted manual testing and QA to ensure product quality, usability, and efficient validation of features.
- Collaborated with product and design teams to identify user pain points, improve UX functionality, and enhance product performance.
- Managed a team, provided QA training, and utilized data tools to optimize testing efficiency, user experience, and product releases.

Site Engineer – Agrima Roofs and Facade System

2019–2020

Utilized strong coordination and planning skills to ensure timely project execution while adhering to industry standards, policies, and regulatory guidelines to maintain a safe working environment. Adapted quickly to new skills, enhancing efficiency and productivity, and actively contributed to continuous improvement through problem-solving and teamwork

TECHNICAL SKILLS

User Experience (UX)

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|---|---|------------------------------------|
| • User Research & Stakeholder Interviews | • Information Architecture & Data Hierarchy | • User Flows & Journey Mapping |
| • Wireframing & Prototyping (Low/High Fidelity) | • Usability Testing | • Accessibility & Inclusive Design |
| • User Behavior Analytics | • A/B Testing | |

User Interface (UI) & Visual Design

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| • Design Systems & Component Libraries | • Typography & Layout for Data-Heavy Interfaces | • Micro interactions & UX Writing |
| • Responsive design | | |

Project & Team Management

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| • Design Leadership & Team Mentorship | • Stakeholder & Client Communication | • Agile UX & Sprint Planning |
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TOOLS

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| • Figma | • Miro | • Notion |
| • Adobe Photoshop and Illustrator | • Ms Office | • Ai Tools |

EDUCATION

MITE

B.Tech in Civil Engineering

2016–2019

SPEAKING ENGAGEMENTS

SPEAKER, DESIGN QUEST (DESIGN COMMUNITY EVENT)	TOPIC: "WHY DIGITAL MARKETING IS FAILING ?"
GUEST SPEAKER, MITE COLLEGE	TOPIC: "JOB OPPORTUNITY IN UI/UX FIELD "