

ANTON BENITTO M

UI/UX Designer

User Research | Wireframing | Prototyping | Interaction Design | Design Systems | Figma

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PROFESSIONAL SUMMARY

Detail-oriented UI/UX Designer with hands-on experience across the full design process - from user research and information architecture to wireframing, interaction design, and high-fidelity prototyping - for mobile and web products. Proficient in Figma (components, prototyping, design systems, layouts) with working knowledge of Canva and AI-assisted design tools. Built multiple end-to-end case studies spanning e-commerce, food delivery, dashboards, and mobile apps, applying user-centered design (UCD) principles, visual hierarchy, and responsive design to create clear, intuitive, and usable digital products.

TECHNICAL SKILLS

- **Design & Research:** UI Design, UX Research, User-Centered Design (UCD), Information Architecture, Interaction Design, Wireframing, Prototyping, User Flows, Visual Hierarchy, Usability, Responsive Design, Design Systems
- **Design Tools:** Figma (Components, Prototyping, Design Systems, Layouts), Canva, AI-Assisted Design Tools
- **Other Tools:** Microsoft Office Suite

EDUCATION

Master of Computer Applications (MCA) 2023 - 2026
The Oxford College of Science, Bangalore University

Bachelor of Computer Science (B.Sc.) 2020 - 2023
St. Xavier's College of Arts and Science

WORK EXPERIENCE

Web Development Intern - Code Alpha 3 Months

- Designed and developed responsive, user-friendly web pages using HTML5, CSS3, and PHP, applying front-end development and usability best practices.
- Collaborated using Git-based version control workflows and maintained clear project documentation to support team collaboration.

PROJECTS

Bite Now - Food Delivery App Mobile App Case Study

- Conducted user research and mapped end-to-end user flows across meal discovery, ordering, and order tracking to identify key usability pain points for urban, on-the-go users.
- Designed low- and high-fidelity wireframes and interactive prototypes in Figma, applying information architecture and interaction design principles to streamline navigation and prioritize core actions such as search, cart, and order status.
- Delivered a modern, user-centered mobile UI that simplified the end-to-end customer journey from meal discovery to delivery tracking, improving task efficiency and visual consistency.

WanderGo - Travel App & Landing Page Case Study

- Designed a travel app case study alongside a companion responsive landing page, applying user-centered design to help users plan and book trips through a simple, engaging interface.

- Created user flows, wireframes, and information architecture covering trip discovery, itinerary browsing, and booking, then translated them into high-fidelity UI screens and interactive prototypes in Figma.
- Designed a visually engaging, responsive landing page to introduce the product and drive sign-ups, maintaining consistent visual branding and design system alignment with the core app.

Cricket Arena*E-commerce Website Case Study*

- Designed an intuitive product browsing and checkout flow for a cricket equipment e-commerce website, applying user flow mapping and interaction design to prioritize easy navigation and product discovery.
- Created wireframes, high-fidelity UI screens, and a reusable component library in Figma covering the homepage, product listing, product detail, and cart/checkout experience.
- Applied consistent UI components, visual hierarchy, and responsive design principles to support a smooth, intuitive shopping experience across devices.

Mind Pulse - Daily Mental Wellness App*Mobile App Case Study*

- Designed a mobile app concept to help users track daily mental wellness, applying user-centered design through a calm, minimal, and easy-to-navigate interface.
- Created a simple, focused user flow and wireframes for daily check-ins, reducing friction and encouraging consistent engagement.
- Applied a soothing visual design system - color, typography, and spacing - to support brand consistency across a wellness-focused product.

Study Buddy AI*Mobile App Case Study*

- Designed a mobile app concept for an AI-powered study companion, applying user-centered design to create a simple, distraction-free interface for learners.
- Structured core user flows and information architecture, such as asking questions and viewing study content, to keep interactions intuitive.
- Designed reusable UI components and a mini design system in Figma to support a clean, approachable AI-assisted learning experience.

Sales UI Dashboard Design*Web Case Study*

- Designed a sales dashboard interface (data visualization UI) for presenting key business metrics in a clear, scannable layout.
- Applied UI and data visualization best practices - visual hierarchy, whitespace, and component consistency - to make data easy to interpret at a glance.
- Built a reusable Figma component library - cards, charts, and navigation panels - to support a scalable design system.

Apex Racing - Competitive F1 Racing Gaming Platform*Case Study*

- Designed a UI concept for a competitive F1 racing gaming platform, using an energetic, immersive visual style suited to the gaming audience.
- Structured key screens - race stats, leaderboard, and platform navigation - for clarity and quick scanning.
- Built reusable UI components in Figma to maintain visual consistency and design system alignment across the platform's screens.

Smart Home Dashboard*Web Page Recreation*

- Recreated an interactive smart home dashboard web page, translating device-control and monitoring features into a clean, structured interface.
- Organized dashboard components - device status, controls, and monitoring widgets - to improve usability and visual hierarchy.

CERTIFICATIONS

- UI/UX Design: Beginner to Expert - Udemy
- Working with Components in Figma - Coursera
- AI + UX/UI Design Course - Design Decode Academy