

Adapala Triveni

UI/UX Designer

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PROFESSIONAL SUMMARY

Entry-level UI/UX Designer with hands-on experience through personal projects in user research, user personas, user flows, information architecture, wireframing, and visual design. Skilled in Figma and Canva, with experience creating user-centered digital experiences. Seeking an opportunity to contribute to a product team and grow as a UI/UX Designer.

EDUCATION

Bachelor of Technology in Computer Science and Engineering | 2021-2025

Malineni Lakshmaiah Women's Engineering College
Jawaharlal Nehru Technological University, Kakinada (JNTUK)

SKILLS

UX Design : User Research, User Personas, Empathy Mapping, User Flows, Information Architecture, Wireframing, Competitive Analysis

UI Design : Visual Design, Typography, Color Theory, Design Systems

Tools : Figma, Canva

PROJECTS

DocEase – Doctor Appointment App

UI/UX Design Project | Figma

Problem : Booking doctor appointments can be stressful due to lengthy forms, too many options, and confusing medical terminology.

Solution : Designed a simple, calming, step-by-step experience that helps users find suitable doctors, check availability, and book appointments with less effort.

- Conducted stakeholder interviews, qualitative research, and quantitative research through surveys.
- Created user personas, empathy maps, user journeys, information architecture, and user flows.
- Designed low-fidelity wireframes and high-fidelity UI screens in Figma.
- Designed key screens for doctor discovery, appointment booking, payment, appointments, and emergency assistance.

Spotify Mini Premium

UI/UX Design Project | Figma

Problem: Spotify Free users often experience ad interruptions while listening to Liked Songs. Full Premium can feel expensive for users who only need limited ad-free listening.

Solution : Designed a conceptual Mini Premium feature that offers affordable, ad-free listening for Liked Songs through a low-cost plan or short video unlock.

- Conducted qualitative and quantitative user research through interviews and surveys.
- Created user personas, empathy maps, competitive analysis, and user flows.
- Designed Paper Wireframes and high-fidelity mobile UI screens in Figma.
- Focused on creating a simple upgrade flow and affordable listening experience.