



Sayandeep Khamrai

Senior UX/UI Designer

Profile Summary

Senior UX/UI Designer with 5+ years in legal tech, 3D design, web and mobile application design specializing in transforming complex workflows into intuitive, accessible interfaces. Collaborates with cross-functional teams to deliver user-centered solutions that drive business success. Passionate about solving user pain points and aligning design with user and business goals.

Education

University of Mumbai

Lokmanya Tilak College of Engineering | 2014 - 2018

B.E Mechanical Engineering

Atlas Skilltech University

Indian School of Design and Innovation | 2022 - 2023

P.G Diploma in Design and Innovation

SKILLS

I have experience working with teams to brainstorm and whiteboard concepts. I can create wireframes at varying levels of fidelity, and enjoy prototyping ideas. I have some front-end coding experience, and enjoy working with developer build ideas out.

Design

User Research & Persona Development

Wireframing & Prototyping

Interaction Design & Information Architecture

Usability Testing & User Feedback Analysis

Design Systems & UI Component Libraries

 <https://www.behance.net/sayandekhamrai1>

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Professional Experience

Presolv360 | Mumbai

Senior UX/UI Designer

June 2023 - Present

- Led end-to-end design for **Arbitration360** and **Incase360** Platform, simplifying complex legal workflows for attorneys, paralegals, and clients.
- Conducted user research and testing to identify pain points and improve legal processes.
- Collaborated with legal experts to ensure compliance with industry standards.
- Built and maintained a scalable design system for consistency across platforms.
- Partnered with product managers and developers to deliver high-quality designs on time.

Nazara Technologies | Mumbai

UX/UI/3D Design Analyst

Dec 2021 - Nov 2022

- Designed UI and 3D elements for **World Cricket Championship 2** Mobile game ensuring seamless, immersive player experiences.
- Conducted user research and testing to identify pain points and optimize game interfaces.
- Collaborated with designers and developers to integrate 3D assets and UI into unity game engine.
- Created wireframes, prototypes, and mockups for game menus, HUDs, and interactive features.
- Built and maintained a design system for consistency across games and platforms.
- Analyzed player behavior and feedback to iterate designs and boost engagement.

Software Competence

Adobe Creative Suite

Figma

Framer

Blender

Unity Engineer