

SHILPA REVI

UI/UX Designer | Web Designer | Mobile Application Designer

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CORE COMPETENCIES

UI/UX Design • Interaction Design • Mobile App Design • Responsive Web Design • Design Systems • Component Libraries • User Research • Usability Testing • A/B Testing • Wireframing • Prototyping • User Personas • Heuristic Evaluation • Information Architecture • Journey Mapping • Stakeholder Management • Dev Handoff • Figma (Auto Layout, Variables, Dev Mode) • Accessibility (WCAG 2.1) • iOS HIG • Material Design 3 • Agile / Scrum • AI-Assisted Design

PROFESSIONAL SUMMARY

Creative and detail-oriented UI/UX Designer with 4+ years of experience designing intuitive digital products across web and mobile platforms. Proven track record in user research, journey mapping, wireframing, high-fidelity prototyping, and design systems. Proficient in Figma (Auto Layout, Variables, Dev Mode), Adobe Creative Suite, and AI-assisted design workflows, consistently reducing design cycles by 40%. Experienced in stakeholder management and cross-functional agile collaboration to deliver accessible, responsive, and user-centered interfaces for iOS, Android, and web.

WORK EXPERIENCE

Mobile / Web Designer • SiteSpace Adelaide, SA

02/2025 – Present

- Designed native iOS and Android app alongside a responsive web dashboard with 95%+ mobile compatibility, serving construction teams of 5–20 members.
- Architected 7 core feature modules including scheduling, asset tracking, and real-time document sync, projected to reduce project miscommunication by 45%.
- Built and maintained a scalable design system with reusable component libraries in Figma, ensuring visual consistency across mobile and web platforms.
- Delivered 50+ high-fidelity screens and 8 interactive Figma prototypes; leveraged AI-assisted wireframing to compress design cycles from 2 weeks to 5 days (60% faster).
- Managed dev handoff via Figma Dev Mode with annotated specs and design tokens, reducing developer back-and-forth by an estimated 30%.
- Designed and developed company website using HTML5, CSS3, and JavaScript, ensuring a responsive, accessible, and brand-aligned web presence.
- Implemented a mobile-first design approach following iOS HIG and Material Design 3 guidelines, optimizing touch interactions for field workers.

Graphic / Web Designer • Schoolzine Adelaide, SA

08/2025 – 01/2026

- Designed digital advertisements and sponsor artwork for school eNewsletters, enhancing visual communication and sponsor visibility.
- Produced 50+ visual assets for websites, email campaigns, and social media, adhering to branding guidelines and WCAG 2.1 accessibility standards.
- Designed 2+ comprehensive school yearbooks using Adobe Creative Suite (Illustrator, InDesign, Photoshop), managing multi-page layouts and typography.

UI/UX Designer (Intern) · Dublin Entrepreneurial Center Dublin, Ohio, USA 01/2023 – 05/2023

- Rebranded a coaching website by designing a refreshed UI with a new design system including style guide, color palette, and typography.
- Created and tested low- and high-fidelity wireframes in Figma, iterating based on stakeholder feedback to improve usability and content hierarchy.
- Updated the live Wix site with accessible, responsive design improvements, resulting in increased traffic and improved user engagement.

UI/UX Designer · Honeycomb Technologies Powell, Ohio, USA 02/2021 – 12/2022

- Crafted seamless user flows, user personas, and interactive Figma prototypes for iOS and Android apps, validated with 50+ users.
- Conducted heuristic evaluations and usability testing to identify and resolve 3 significant UX challenges, accelerating feature launch timelines by 25%.
- Converted user research insights into actionable design frameworks, launching 3 key features that increased engagement metrics by 25% over six months.

TECHNICAL SKILLS

Design Tools: Figma (Auto Layout, Variables, Dev Mode), Adobe XD, Sketch, InVision, Marvel, Miro, Adobe Suite (Photoshop, Illustrator, InDesign, Dreamweaver), VS Code

Front-End Development: HTML5, CSS3, JavaScript, Responsive Design, WordPress, Wix, Relume AI

UX Methods: User Research, Usability Testing, Heuristic Evaluation, A/B Testing, Wireframing, Prototyping, User Personas, Journey Mapping, Storyboarding, Information Architecture, Design Thinking, Dev Handoff

Platforms & Methodologies: iOS (Apple HIG), Android (Material Design 3), Agile / Scrum, Jira, Accessibility (WCAG 2.1), AI-Assisted Design, Design Systems, Component Libraries

EDUCATION

Associate of Applied Science – Interactive Media May 2023

Specialization: Mobile App Design | Columbus State Community College, Columbus, Ohio

Bachelor of Arts – Communications May 2020

Specialization: New Technology | Minor: Studio Art, Business | The Ohio State University, Columbus, Ohio

CERTIFICATIONS

- Interaction Design Foundation – UX Design Certification
- LinkedIn Learning – Front-End Web Development (In-Progress)