Anunitaa S.

UI/UX Designer

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PROFILE

Product designer with a Bachelor of Architecture background, bringing trained spatial and systems thinking to digital interfaces. Six months at Falca designing two enterprise SaaS products, **Suggi** (sales and inventory analytics dashboard) and **Sampoorna** (multi-role retail ERP), plus a second internship in UX writing and interactive prototyping at Sparklin. Comfortable owning complex, multi-role product design problems end to end: research, information architecture, wireframes and visual design. Looking for a full-time UI/UX or Product Designer role.

EXPERIENCE

Falca E Solutions Pvt Ltd · UI/UX Design Intern — Mar – Aug 2025 · Bengaluru

Suggi Sales and inventory analytics dashboard

- Designed a centralised analytics dashboard consolidating sales, inventory, finance, purchase and audit data into one role-based view, replacing fragmented tools and isolated reports across departments.
- Translated dense transactional data into scannable, role-specific views for users ranging from store-level staff to directors, so each role sees only the metrics relevant to their decisions.
- Built the information architecture from scratch, deciding what each role needed to see, in what order and at what level of detail. This was the core design challenge on a multi-role analytics product.

Sampoorna Multi-role retail ERP

- Owned the purchase order flow end to end across six user roles and 30 stores: indent creation, multi-level approval chain (territory, regional, purchase manager), PO consolidation, GRN confirmation and invoice matching.
- Ran structured interviews and on-site observation with store managers and purchase managers across every role to find friction in live workflows, then redesigned layout and information hierarchy based directly on what broke.
- Built a reusable Figma component library that standardised UI patterns across both products and reduced design-to-engineering handoff friction.

Sparklin · UX Design Intern — Aug 2025 – Jan 2026 · Noida

- Designed and prototyped “How Many Work Hours”, a financial awareness tool visualising purchasing power against salary, owning the concept from idea to interactive Figma prototype.
- Built a structured UX writing practice through applied documentation work in a live product environment.
- Produced motion creative for a brand Instagram campaign (Jitter, Canva) and contributed spatial layout design for a social simulation game, beyond core product design work.

SKILLS

UX process	User research · Wireframing · Prototyping · User flows · Information architecture · UX writing · Usability testing
UI design	Visual design · Typography · Colour theory · Spacing and affordance · Component libraries · Design systems
Tools	Figma · Framer · Adobe Photoshop · Adobe Illustrator · Canva · Jitter · Balsamiq · Power BI
Technical	HTML · CSS · Claude
Soft skills	Spatial and systems thinking · Cross-functional collaboration

EDUCATION

Bachelor of Architecture (B.Arch)
RVS Padmavathy School of Architecture
2018 – 2023 · Chennai

COURSES

UI/UX Bootcamp — Jul – Sep 2023
upGrad