

KARNAN PALANIVEL

UI/UX DESIGNER & DEVELOPER

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TECHNICAL SKILLS

- **Design Tools:** Figma, Adobe XD, Photoshop
- **Frameworks:** HTML, CSS, SASS, Bootstrap, Tailwind CSS
- **UX/UI Skills:** Wireframing, Prototyping, User Flows, Interaction Design
- **Responsive Design:** Mobile-first Design, Cross-browser Compatibility
- **SEO Fundamentals:** On-page SEO, Accessibility, Semantic HTML

EXPERIENCE

Sardonyx Technologies
(2023 Aug – Present)

Role - UI Client Designer

- Designed and implemented responsive user interfaces for web applications using Figma, Adobe XD, and Photoshop, aligned with client requirements and brand guidelines.
- Focused on user experience, accessibility, and cross-browser compatibility to deliver high-quality digital solutions.
- Participated in client meetings to gather feedback and iterate on wireframes, prototypes, and visual assets

EDUCATION

2017 - 2021

KINGS COLLEGE OF ENGINEERING

- Electronic Communication Engineering (ECE)

ABOUT ME

Creative UI/UX Designer with almost 2 years of hands-on experience in crafting user-friendly, responsive designs. I bring ideas to life using tools like Figma, Adobe XD, and Photoshop, along with frontend skills in HTML, CSS, SASS, Bootstrap, and Tailwind CSS. I focus on usability, clean layouts, and building experiences that not only look good but work well across devices.

PROJECTS

Jafeer Investigation Systems (Web Application)

Client: Dubai Police | **Role:** UI Designer

- Served as one of the lead UI designers for a web application developed for Dubai Police, focused on investigative vehicle tracking.
- Created a route animation prototype in Figma, allowing stakeholders to visualize real-time movement patterns before development.
- Achieved a more intuitive user experience through clean UI, clear navigation, and a uniquely structured route timeline that improved operational efficiency.

Digital Gardian (Product Based Website)

Role: Lead UI Designer

- Led the complete UI redesign of a legacy product website, transforming a cluttered and outdated interface into a clean, modern, and user-friendly experience.
- Designed all page layouts, components, and interactions in Figma, ensuring usability and consistency across the product.
- Developed the new UI using HTML and Bootstrap, optimizing for responsiveness and cross-device compatibility.
- Created custom graphic assets and banners using Photoshop, enhancing the site's visual appeal and brand presence.

TAMS (Web Application)

Role: Lead UI Designer

- Led the UI/UX design of a modernized time and attendance system, replacing an outdated, device-specific application with a more flexible and scalable web interface.
- Designed interactive prototypes in Figma, introducing a new concept that allows integration of various access control devices within a single unified system.
- Transformed a fragmented user experience into a centralized, user-friendly UI, improving usability and reducing dependency on multiple apps.