Sandeep Singh Bhandari

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Junior UI/UX Designer

Highly innovative with 3.5 years of experience, passionate and successful team player with ability to learn quickly with a practical approach. Proficiencies in visual UI design user-centered design principle.

Capabilities include:

• UI/UX Design	Adobe XD	Wireframing
 Rough Hand Sketching 	Illustrator	Story-Boarding
• Prototyping	Photoshop	• 3D Maya

Portfolio Link

www.behance.net/bhandarisandeep035

Still working on my UX portfolio its incomplete, but I can show I case needed.

Professional Experience

Junior UI Designer at Flexsin Technologies

February 2017 - Present • Noida

Flexsin is the leading IT services provider for SMEs and Enterprise businesses. Which offer Custom Web Applications Development, Mobile Applications services assisting start-ups and enterprises of various sizes.

My Responsibilities are:

 Working with and communicating with Product Owners, gathering clear business requirements.

- Generating wireframes, interactive prototypes.
- Working with in an agile software development process.

Web applications that I have designed are:

Action Tesa: It is an Indian Interior Infrastructure Industry. Which deals in HDHMR, HDHMR Door, AC-5 HDF Laminated Flooring.

www.actiontesa.com/

Clooper: An interface for complete management solution to property marketplace for renting, tenancy management and maintenance servicing.

flexsin.org/HTML/clooper/HTML/index.html

Aussie Digital Market Palace: It's an online marketplace.

flexsin.org/HTML/aussie-digital-marketplace/index-1.html

On My Books:

http://flexsin.org/HTML/funding-website/index.html

Mobile applications that I have designed are:

I Dispatch Tracking: This application is built for transportation businesses how they can track drivers through monitoring, driver communication, information storage, company-to-company tracking.

• play.google.com/store/apps/details?id=com.idispatchmobile.idispatchuser

Problem Solve: Problem Solve brings about the power of cooperation among people to help neighborhoods, cities, states, and nations solve real world social problems.

• https://play.google.com/store/apps/details?id=com.problemsolve

Junior 3d Rigger at Bigwig Animation Studio

December 2013 – January 2014 • Coimbatore

Bigwig animation studio give life to imaginations and dreams in the form of 3D animation.

My Responsibilities were:

- Generating skeletal framework of a 3D characters.
- Working with computer generated 3D wire frame of a character then positions joints and points of movement.
- Working with and communicating with Art director, gathering clear animation character rig for story.

3D Character I had rigged were:

http://youtu.be/sd7l8zNZB2w

Certification

- Design Thinking From Interaction Design Foundation (Pursuing)
- Studied BSC in animation and multimedia at Arena Animation, Dehra Dun (2012 - 2014)s

Interest

- Sports: Skating, Football
- Movies: Toy Story, Tangled, Brave, Puss in Boots, Wall-E
- Family: Love spending time with my mother, father, sister and my sweet dog.