Anshul Raina

PRODUCT DESIGNER | UI/UX DESIGNER

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PROFILE

Product designer with a computer science background and a year and a half of professional Flutter development (including a 5-month internship). Focused on information architecture, interaction design and visual clarity, and on turning Figma designs into mobile interfaces that engineers can build. Also learning motion design in After Effects.

PROFESSIONAL EXPERIENCE

Associate Software Developer | Mygate

Jun 2025 - Jun 2026

- Implemented in Flutter a sticky masthead ad designed with the UI team, building the placement and interaction cues; the team reported a 25% increase in ad click-through rate.
- Contributed to a home-screen redesign focused on navigation and information hierarchy; the team reported a 15% increase in monthly active users.
- Translated Figma designs into production Flutter components for a platform serving 3.5M+ households, matching the intended visual and interaction behavior.

Internships: Mygate (5 months) • Happiest Minds (3 months) • Vitamap (3 months)

SELECTED DESIGN WORK

Atlas | Smart Home Assistant

Aug 2026 • Concept project

- Compared device-first and room-first navigation and chose a room-first structure, so smart-home monitoring and controls follow how people find things at home. Built user flows, high-fidelity screens and an interactive prototype.
  Case study: atlas-smart-home-assistant.framer.website

Forge | Fitness App

Jul - Aug 2026 • Concept project

- Designed for workout inconsistency with flexible plans, exercise swaps, progress tracking and streak recovery. Documented design trade-offs and built reusable UI components and an interactive prototype.
  Case study: forge-fitness-app.framer.website

LibraryOS | University Library Platform

Jul 2026 • Concept project

- Reorganized resource discovery, borrowed-book management and bookings into clearer task flows. Reviewed the existing experience for usability problems and explored fixes in high-fidelity UI.
  Case study: libraryos.framer.website

MOTION DESIGN PRACTICE

- Learning After Effects in public through a daily practice series: 3D shape-layer scenes, effects, shape morphs and object transitions, posted at x.com/anshulraina_.

SKILLS

Design: Product design, information architecture, interaction design, user flows, wireframing, visual hierarchy, high-fidelity prototyping, reusable components, accessibility fundamentals
Design tools: Figma, FigJam, Framer, Photoshop, Illustrator, Canva, After Effects (motion basics), AI image and video tools
Engineering: Flutter, Dart, HTML, CSS, Git, VS Code, Android Studio

EDUCATION

Vellore Institute of Technology (VIT), Vellore

May 2025

B.Tech, Computer Science • CGPA 7.8