Ajuna Prathap

UX/UI Designer

I'm a Designer who creatively solves problems to align user needs with business goals. My expertise in Research, Design, and Prototyping ensures effective solutions, while my artistic background fosters inclusive and cohesive design outcomes.

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Design experience

Product Designer
Airport Dining, Oct 2024 - Present

A design initiative to enhance airport dining experience. Leveraged research to develop a prototype providing real-time restaurant availability and intuitive navigation.

UX/UI Designer
Decr, Feb 2023 – Aug 2023

Developed UX strategy for a Neo-bank app concept, incorporating user research and stakeholder insights into wireframes and interactive Figma prototypes.

UX Designer
Ride, Jul 2022 - Jan 2023

Spearheaded the design for a streamlined day trip planning app with intuitive flows and efficient information architecture, enabling quick and effortless trip organization.

UI Designer
CheerLocal, Nov 2021 – Feb 2022

Effectively pitched and delivered UI solutions for a mobile app designed to drive high customer engagement and empower local community businesses.

Junior UX Designer
He Rose, Nov 2020 – Jan 2021

An initiative to redesign the He Rose website, yielding significant positive outcomes, including a substantial 54% increase in donations and a remarkable 76% improvement in average user engagement time.

Healthcare experience

Monitor Surveillance Technician
CCH, Penn Medicine, Mar 2025 - Present

Observed and interpreted cardiac rhythms of patients. Recognized patient arrhythmias, abnormalities or significant changes from baseline and reported on the condition of patients to the appropriate supervisor or other health care team members to initiate examination of patients.

Education & Learning

Interactive Multimedia Certification
Delaware County Community College, 2024 – Present

Thinkful
UX/UI Design Flex Bootcamp, Jul 2019 – Apr 2020

Master of Science
PSG College Of Arts & Science, May 2006 – May 2008

Skills & Tools

Skills: User surveys, social media analysis, market research, persona creation, user stories, user flows, design thinking, wireframing, high-fidelity mockups, prototype, interaction design, A/B testing, usability testing, agile methodology, and basics of front-end web development (HTML, CSS)

Tools: Figma, Miro, Zoom, Draw.io, Whimsical, UsabilityHub, Google Forms, Maze, Weebly, Trello, Slack, Jira and Notion