

Manoj Depuri Product/UX/UI Designer

manojdepuri019@gmail.com | Orlando, FL | +1 (216) 256-3059 | [linkedin.com/in/manoj-depuri](https://www.linkedin.com/in/manoj-depuri) | [Portfolio](#)

Profile Summary

Results-driven UI/UX and Product Designer with **1+ years of professional experience** designing user-centered web and mobile products from research through high-fidelity prototypes. Skilled in user research, wireframing, prototyping, design systems, usability testing, responsive design, and WCAG accessibility. Demonstrated business impact by **redesigning a checkout flow that increased conversion by 18% and contributed to annual revenue**. Proficient in **Figma, Adobe XD, Miro, FigJam, Photoshop, and Illustrator**, with strong Agile collaboration across Product, Engineering, and business teams.

SKILLS

Design & Prototyping: Figma (Design Systems, Auto Layout, Components, Variables), Adobe XD, Framer, Webflow, Anima, Interaction Design, Visual Design, Responsive Design, Mobile & Web Design, High-Fidelity Mockups, Prototyping

UX Research & Testing: User Research, User Interviews, Usability Testing, A/B Testing, Heuristic Evaluation, Competitive Analysis, Persona Development, Journey Mapping, Affinity Mapping, Google Analytics

UX Foundations: Wireframing, User Flows, Information Architecture, Design Systems, Component Libraries, Accessibility (WCAG 2.2), Inclusive Design, Accessibility Audits, Human-Centered Design (HCD), Typography, Microinteractions, Design Thinking

Technical: HTML5, CSS3, JavaScript (ES6+), React, REST APIs, Git, GitHub, Design Handoff, Agile, Scrum

Collaboration & Project Management: FigJam, Miro, Jira, Confluence, Stakeholder Management, Developer Collaboration, Documentation, Sprint Planning

Professional Experience

UI/UX Designer, *Quality Excellence*

Mar 2023 – Jul 2024 | Hyderabad, India

- Led end-to-end product design for a responsive cinematic-universe website across **15–20 screens**, organizing fragmented movie, character, trailer, and storyline content into one experience.
- Conducted competitive analysis, user interviews, and usability testing with **15 movie fans**, uncovering navigation and content-discovery issues that shaped the site's information architecture.
- Simplified key discovery journeys from roughly **5 clicks to 2–3** and cut task completion time from about **2 minutes to 1 minute** in testing.
- Resolved the project's toughest trade-off **heavy homepage content versus simpler hierarchy** while building reusable **Figma components, Auto Layout patterns, and responsive states** that cut design time for similar screens by about **50%**.
- Iterated with developers to resolve responsive inconsistencies across breakpoints, resulting in **100% completion of the primary usability task in final testing** and cleaner implementation handoff.

Project, *University Website Design*

- Collaborated with university stakeholders, designers, and developers to enhance website usability, align interface updates with organizational goals, and improve project delivery efficiency by 20%.
- Designed and enhanced responsive web pages using Figma, conducting user research, wireframing, prototyping, and UI improvements to deliver intuitive and accessible digital experiences.
- Streamlined website design-to-development handoffs by implementing Figma and Anima workflows, partnering with developers to ensure pixel-perfect, cross-browser, and mobile-responsive implementation.
- Built and maintained reusable UI components and standardized design assets using Figma Auto Layout, improving design consistency by 40% and reducing update and maintenance effort.
- Supported ongoing website maintenance by validating designs with stakeholders, ensuring WCAG accessibility compliance, resolving UI issues, and delivering seamless user experiences across university web platforms.

Project, *sass product* (IT, healthcare, education, and transportation)

- Led end-to-end UI/UX for responsive SaaS web and mobile apps—user research, IA, flows, wireframes, prototypes, and high-fidelity UI using Figma, Adobe XD, Framer, and FigJam.
- Designed scalable design systems and responsive components in Figma, Webflow, and Anima, ensuring WCAG 2.2 compliance and smooth developer handoff; cut design inconsistencies by 30%.
- Designed dashboard and workflow UIs for IT, healthcare, education, and transportation; used usability/A–B testing, accessibility audits, and Google Analytics to boost engagement, task completion, and efficiency by 25%.
- Collaborated with Product Managers, Engineers, and Agile cross-functional teams, utilizing HTML5, CSS3, JavaScript, React, REST APIs to create technically feasible, responsive designs and accelerate product delivery from concept to production.
- Championed Human-Centered Design and Design Thinking to translate business needs into data-driven, accessible designs, boosting user satisfaction by 35% and aligning with product strategy.

EDUCATION

Master of Science in Computer Science, *Cleveland State University*

Aug 2024 – May 2026 | USA

Bachelor of Technology, *Marri Laxman Reddy Institute of Technology & Management*

Jul 2019 – Mar 2023 | India