

Sagar Nayee

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UX/UI Designer bridging design and development through hands-on experience in Figma, HTML, and CSS. Focused on intuitive, accessible, and user-centered digital experiences with a modern AI-integrated workflow.

Core Skills & Tools

- Figma, Adobe XD, HTML, CSS, Bootstrap, Wireframing, Prototyping, Design Systems, User Research, Data Visualization, Illustrator, Photoshop, ChatGPT, Claude, Gemini, and Copilot

Experience

Product Designer & Database Administrator, Ocean Spa Covers Jan 2022 - Present

- Redesigned warehouse operations from a pen-and-paper system to a cloud-based Airtable database, eliminating costly duplicate orders and streamlining fulfillment across three production teams
- Designed a checkpoint system tailored to each team (Vinyl Cutting, Sewing, Foam Cutting), conducting live observational research on the warehouse floor to iterate and improve production clarity
- Collaborated with management to plan and implement system improvements under real-time order pressure, designing printed outputs clear enough for a non-technical, multilingual workforce

UX/UI Designer (Contract), Pawket Vets Sept 2022 - Oct 2022

- Delivered a complete web app design and front-end build within a fixed 40-hour contract scope, working across Figma, HTML, CSS, and Bootstrap
- Developed wireframes, prototypes, and high-fidelity mockups in Figma, ensuring designs aligned with business objectives, technical feasibility, and delivered with integrity
- Built and maintained a scalable design system, reinforcing brand identity, driving consistency across platforms, and supporting sustainable design practices for long-term scalability

UX/UI Designer, DalO Systems Jan 2021 - Dec 2021

- Designed a comprehensive suite of data analytics dashboards for an Africa-based waste management SaaS platform, translating complex operational data into clean, human-readable interfaces across dashboards, list views, and mobile displays — earning outstanding recognition from the CEO
- Collaborated directly with a developer to resolve a design-to-development feasibility issue, jointly designing a solution that was successfully handed off and presented to the broader team
- Conducted usability testing and user research, implementing insights that increased user efficiency by 30% while supporting accessibility and intuitive design

UX/UI Designer (Capstone Project), Strexia 2021 - 2022

- Designed a mental health app for medical professionals during COVID-19, conducting user research through healthcare worker interviews and grounding the experience in real user needs using Human-Centered Design and WCAG accessibility principles
- Developed a gamified reward system where users earned honey droplets by meditating or disconnecting from their phone, with built-in monetization and charity donation features demonstrating end-to-end product thinking

Activities and Leadership Positions

Volunteer, Humane Society (3 Years) | Travel Photographer | AR/VR Club – Unity Designer | Member, NSLS | Member, Gamma Beta Phi Honor Society | AT&T Summer Learning Academy — UX Design (2020)