DHRITIRAJ KARMAKAR

Product Designer | UX/UI Designer

Bengaluru, Karnataka, India | +91 8777704023 | karmakardhritiraj@gmail.com | LinkedIn | Portfolio

Professional Summary

Product Designer with 6+ years of experience designing digital products, mobile applications, and embedded device interfaces. Experienced in product discovery, user flows, information architecture, interaction design, prototyping, and design systems for Android and hardware-integrated products. Strong background in Electronics & Communication Engineering, enabling effective collaboration with developers and practical design decisions within technical constraints. Skilled in delivering wireframes, prototypes, and developer-ready specifications for production environments.

Core Skills

Design: Product Design • UX Design • User Flows • Information Architecture • Interaction Design • Wireframing • Prototyping • Design Systems • Component Libraries

Research & Validation: User Research • Usability Testing • Heuristic Evaluation • Accessibility (WCAG) • Competitive Analysis

Tools: Figma • FigJam • Framer • Google Analytics • After Effects • LottieFiles • Blender • Spline • Unity • Adobe Illustrator • Adobe Photoshop

Collaboration & Delivery: Agile Development • Cross-functional Collaboration • Developer Handoff • Design Documentation • Requirement Gathering • Stakeholder Communication

Professional Experience

Product Designer | DD Electro Tech (Boahaus Smart Mirror Ecosystem)

Nov 2024 – Present

- Designing UX flows and UI for Android-based smart mirror applications.
- Building and maintaining a scalable design system across multiple applications.
- Creating wireframes, prototypes, and developer-ready design specifications.
- Designing interfaces optimized for reflective displays and glanceable interactions.
- Collaborating with Android developers and firmware engineers throughout implementation.

3D Artist & UI Designer | Biswa Games | Sep 2023 – Oct 2024

- Designed game UI layouts, menus, HUD systems, and interaction flows.
- Created and integrated UI assets within Unity production pipelines.
- Collaborated with developers to ensure smooth implementation of gameplay interfaces.
- Produced 3D assets and visual content using Blender and Maya.

Freelance UI/UX Designer | Mobile Game Project | May 2023 – Jul 2023

- Designed end-to-end UI for a mobile carrom game.
- Created game screens, navigation flows, menus, and scoreboards.
- Delivered UI assets and development-ready specifications.

Visual Designer (UI/UX) | DD Electro Tech | Dec 2017 – Jul 2021

- • Designed UX flows and interfaces for IoT products and companion mobile apps.
- • Created UI layouts, onboarding experiences, and interaction designs for web and mobile platforms.
- • Contributed to Umaker, an e-commerce platform for DIY electronics kits.
- • Developed product manuals, user guides, and marketing assets for product launches.
- • Collaborated with engineering, product, and marketing teams across design and development initiatives.

Education

Master of Arts (Gaming Design) **2021 - 2023**
IACG Multimedia College

Bachelor of Technology (Electronics & Communication Engineering) **2014 - 2018**
BPPIMT