Arshiya M A

UI/UX Designer | Mobile & Web Products | Design Systems | Design to Working Build

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SUMMARY

UI/UX Designer who takes ideas from a rough problem to a working product. In 2 years, I've designed and shipped mobile apps, web platforms and dashboards for EdTech and SportsTech teams, from user research and flows to polished, high-fidelity UI. I work AI-first, using Claude, ChatGPT and Google Antigravity to prototype faster and hand developers responsive, working builds instead of static screens.

EXPERIENCE

UI/UX Designer · AcceleratorX **Jan 2026 – Present**

- Designed **X CRM**, an in-house mobile CRM with **10 modules and 120+ screens**, covering leads, AI-prioritised calling, payments, analytics and HR.
- Designed two landing pages for an **AI mock-interview product**; built the UPSC page as a responsive, animated no-code build in Google Antigravity that developers used as the reference for the live site.
- Designed and built a **skill-certification platform** with a 4-stage AI assessment (MCQ, written answer, AI interview, practical project), scoring and verifiable certificates.
- Designed a **CMS learner support platform** (web and mobile) connecting learners with mentors and moderators through batch rooms, direct messages and an admin dashboard.
- Designed the registration website for **AccEx AI Spring 2026**, a 6-hour hackathon hosted by AcceleratorX.

UI/UX Designer (Web & Mobile) · Hexgen Sports Tech Pvt Ltd, Coimbatore **Nov 2024 – Nov 2025**

- Designed the **One6 Tablet** UI with Professional and Entertainment modes, letting players configure bowling-machine overs and switch between focused practice and casual play.
- Designed **Stock Services**, a 56-screen production web app tracking stock, vendors, bills of materials and production for the company's bowling machines.
- Designed admin dashboards for bowling-machine operations, customer sessions and real-time configuration.
- Led the full UX process, from research, personas and wireframes to interactive prototypes, high-fidelity UI and developer handoff.

Freelance UI/UX Designer **Aug 2024 – Oct 2024**

- **One6, Hexgen Sports Tech:** designed a cricket booking app (37 screens) covering venue discovery, slot booking, payments and bowling-machine setup; launched, and led to a full-time role at Hexgen.
- **Global Pay Cheque:** designed a mobile app for students abroad to record and share 30–60 second stories about career, work and life; built with a developer partner and launched.

PROJECTS

Mentoor · Mentorship marketplace, independent product

- Designed 29 screens across learner, mentor and admin roles (search, booking, payouts, verification, disputes) and built the front end with AI-assisted development.

SKILLS

UX: User Research, Personas, User Flows, Information Architecture, Wireframing, Prototyping, Usability Review

UI: Visual Design, Interaction Design, Responsive Design, Design Systems, Micro-interactions, Dashboard Design

AI & Build: AI-assisted Design Workflows, Prompting, No-code Builds, Responsive Front-end Prototypes, Developer Handoff

Tools: Figma, FigJam, Canva, Google Antigravity, Claude, ChatGPT, Google Flow

Languages: English, Tamil, Hindi

EDUCATION

B.E., Electronics and Communication Engineering · Thanthai Periyar Government Institute of Technology, Vellore · 76% **2020 – 2024**

CERTIFICATIONS

Google UX Design (Coursera), 4 courses **2024**

Foundations of UX Design · Start the UX Design Process · Build Wireframes and Low-Fidelity Prototypes · Create High-Fidelity Designs and Prototypes in Figma