

Saurav Sharma

UI/UX Designer

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An AI native UI/UX Designer focused on crafting engaging experiences through mobile, web, and other media. Combines interaction design, information architecture, and front-end implementation to translate product requirements into clear, accessible user flows and responsive layouts.

My primary focus throughout, has been to create -

- **Data-driven UI design**
- **Emotion-driven User experiences for mobile and web**
- **Responsive, multi-screen UI design**

Experience

- Design Lead, **Baaloo** December 2024 - present
- Associate Designer, **Ovato** July 2025 - present
- Associate Game Designer, **Nerd Monkeys** January 2024 - December 2024

Notable Work

Unwindy - An unwind night routine app **March 2026**

- Designed end-to-end mobile UI in Figma.
- Translated designs into React Native, whilst co-ordinating with a back-end developer.
- Applied motion design to guide attention and enhance feedback and product feel.
- Designed and developed the supporting landing page.

JobsGPT - AI-assisted app for job searching **January 2026**

- Researched user needs and designed all UI screens in Figma.
- Built the front-end in React Native, whilst co-ordinating with a back-end developer.

Ovato Web App - Digital wallet interface **July 2025**

- Led the redesign and modernisation of UI and UX flows across 3 different digital wallet types.
- Designed intuitive and user-friendly interfaces for complex fintech flows.

Key Skills

UI Design ★★★★★
UX Design ★★★★★
Icon Design ★★★★★
Design Systems ★★★★★
Motion Graphics ★★★★★

Software

Figma Adobe Photoshop
Rive Final Cut Pro
Midjourney Cursor

Education

Bachelor of Engineering
2020, University of Portsmouth

Interests

AI Artwork
sci-fi, philosophy, history books
Health & Fitness