

Nutan Khangar

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Pune, Maharashtra, India

SUMMARY

A UI/UX Designer with 3+ years of experience working across mobile apps, SaaS tools, CRMs, and gamified products. I enjoy taking something messy and complex, a rough brief, a wall of requirements, a confusing workflow, and turning it into something that just feels obvious to use. I've worked closely with developers, product managers, and stakeholders across India, UK, UAE, and I've found that good design is as much about listening and trust as it is about craft. Whether I'm building a design system from scratch or running a sprint as Scrum Master, I care deeply about making things that actually work for the people using them.

EXPERIENCE

UI/UX Designer

NKB Playtech

December 2025 – Present

Bangalore, India

- Work directly with developers to design mobile apps from the ground up, I take complex product requirements and turn them into clean, React-friendly Figma files that the team can actually build without going back and forth a dozen times.
- Built out user flows and a component library of 40+ reusable elements that kept the product consistent as it scaled, cutting design-to-dev handoff time by around 30%.
- Designed the gamification side of the product, leaderboards, reward systems, achievement flows, based on real user data, and it made a noticeable difference in how long people stayed engaged

UI/UX Designer & Scrum Master

XWEB4U Limited

February 2024 – December 2025

United Kingdom (Remote)

- Led UI/UX design for enterprise-grade web applications, including SaaS platforms, CRMs, and CMS tools, serving business users with complex, data-intensive workflows.
- Translated dense stakeholder requirements into structured information architectures and intuitive dashboards, reducing cognitive load and improving day-to-day operational efficiency for end users.
- Functioned as Scrum Master, facilitating sprint planning, stand-ups, and retrospectives to keep cross-functional teams aligned and deliverables on schedule.
- Established reusable component libraries and design standards that ensured visual consistency across the product suite and streamlined designer-developer collaboration.

UI/UX Designer

Qubited

November 2023 – December 2024

Mumbai, India

- Designed user-centered interfaces for multiple digital products simultaneously, applying UX best practices to improve usability, accessibility, and overall product engagement.
- Built end-to-end design artifacts, user flows, wireframes, high-fidelity prototypes, and comprehensive design systems, enabling smooth, spec-complete developer handoffs.
- Partnered with product managers, engineers, and stakeholders to align design decisions with business objectives, iterating rapidly based on user feedback and testing insights.

UI Designer (Internship)

Hobbizo

February 2023 – April 2023

New Delhi, India

- Contributed to live product design projects under senior mentorship, gaining hands-on experience in user interface design, interaction patterns, and iterative prototyping.
- Redesigned 10+ core user-facing screens, focusing on making navigation clearer and reducing visual clutter, changes that visibly improved the flow for new users during internal reviews.

EDUCATION

Ballarpur Institute of Technology

Master of Computer Applications (MCA) – Computer Science

Ballarpur, Maharashtra

November 2022 – July 2024

Sardar Patel Mahavidyalaya

Bachelor of Computer Applications (BCA) – Computer Science

Chandrapur, Maharashtra

June 2019 – July 2022

SKILLS

Design Tools: Figma, Adobe XD

Core Skills: UI/UX Design, User Research, Color Theory, Wireframing, Prototyping, Design Systems, Information Architecture, Gamification Design

Methodologies: Design Thinking, Agile / Scrum

Languages: Marathi (Native), Hindi (Native), English (Professional Working)

CERTIFICATIONS

UX Design 2: Analyzing User Data

UX Design 3: Creating Personas

UX Design 4: Ideation

UX Design 5: Creating Scenarios and Storyboards

UX Design 6: Paper Prototyping