

# SOMESH KUSRE

UX/UI Designer | Animator | Developer

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Portfolio: <https://somesh-kusre-portfolio.webflow.io/>

## Summary

I am a UI/UX Designer with a background in coding and a passion for animation, illustration, and storytelling. I enjoy finding creative and efficient solutions to solve user-centric problems. My strong communication skills and resourcefulness allow me to work well in a team. My strengths are creativity, bringing ideas to the table, and solving initially impossible issues, by putting myself in the user's shoes.

## Skills

- Prototyping, Wireframing, User Flows, Mockups
- Visual Design and Graphic Design
- User Research and Testing
- Information Architecture
- Application Development
- UI Design
- Figma
- SQL/MySQL
- Animation: 3D and 2D
- Web Development
- Adobe Creative Suite: Animate, Photoshop, After Effects, Illustrator, Premiere Pro
- Autodesk Maya
- WordPress, Webflow, Wix, Squarespace
- Jira
- HTML, CSS, SCSS, Bootstrap, Javascript
- Advanced Excel and PowerPoint Skills

## Experience and Projects

- 09/2022 - Current  
MoodMe  
USA, Luxembourg  
**UX/UI and Graphic Designer**
  - Responsible for redesigning and developing the company's main website, which is now in use. Link: <https://www.mood-me.com/>
  - Created various digital assets for their EPL Face Filters app
- 02/2022 - 07/2022  
UCI Division of Continuing Education  
Irvine, CA  
**UX/UI Projects**

I completed various projects during my 6-month Bootcamp Course.

  1. [Redesigning an Unemployment Website](#)  
**Overview:** Our team reviewed several dysfunctional unemployment websites and chose a standout one to redesign for a better user experience.  
**My Role:** UX Researcher, UI Designer - Responsible for the final look for each wireframe  
**Tools Used:** Figma, Miro, Canva
  2. [Prado Health](#)  
**Overview:** As a UI designer for Prado Health, I took the initiative to add a consistent design by iterating and updating wireframes and a UI pattern library.  
**My Role:** UI Designer  
**Tools Used:** Figma, Pinterest
  3. [User Research for GoodMoody](#)  
**Overview:** GoodMoody is a mental health wellness and travel app designed with mental health patients in mind to reconnect them to the wonders of the world.  
**My Role:** UX Researcher  
**Tools Used:** Figma, Miro
- 08/2019 - 05/2020  
Otis College of Art and Design  
Los Angeles, California  
**Tutor**
  - I took the initiative to help over 10+ students with any problems with software that I'm skilled with and tutor them.

## Education and Training

- 08/2022  
Irvine, CA  
[Certificate of Completion](#) in UX/UI Design  
UX/UI Boot Camp, University of California Irvine Division of Continuing Education  
An intensive 6-month-long boot camp dedicated to UX/UI Design. Skills learned include Figma, HTML5, CSS, Bootstrap, User-Centric Design Research, Visual Prototyping & Wireframing, and User Interface Development.
  - [Web Design Badge](#)
  - [User Experience and Design Thinking Badge](#)
  - [Interface Design Badge](#)
  - [Visual Design Badge](#)
- 05/2020  
Los Angeles, CA  
**Bachelor of Fine Arts** with *Honors* in Digital Media  
Otis College of Art and Design
  - [2017-2020] - Dean's List
  - Graduated cum laude
- 09/2020 - Current  
Emeryville, CA  
**Certificate of Completion** in 3D Character Animation  
Animation Mentor  
Animation Mentor is an online animation school that teaches students character animation skills. Students are taught by "mentors," experienced animators who are professionals working in the animation industry.