

Sumant Rajkumar

UX Designer | Developer

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Professional Experience

HYSEA Summit 2026, Product Owner and UX Designer

November 2025 - February 2026 (Hyderabad, India)

Streamlined the registration process and enhanced brand presence by owning end-to-end design and delivery for a tech conference website with over 150,000 visits since launch

- Conducted rigorous design audits and QA testing that eliminated UI inconsistencies and bugs to maintain the integrity of the original design across all conversion paths
- Served as technical lead to bridge the gap between vision and deployment, eliminating handoff friction and ensuring 100% design fidelity within the final codebase.
- Acted as the primary liaison between executive stakeholders and the technical team, translating strategic business goals into a functional digital roadmap

Graphite GTC, UX Designer and Web Developer Intern

June 2025 - Feb 2026 (Philadelphia, PA)

Engineered the company's new corporate website to modernize their digital footprint and better communicate product value to prospective enterprise clients

- Translated complex Figma mockups into a responsive site, maintaining brand consistency across all device types and improving cross-platform accessibility
- Developed custom Lottie and JavaScript animations that boosted time-on-page metrics, creating a more engaging and interactive narrative for visitors
- Facilitated continuous cross-functional collaboration with the design team, ensuring the final website strictly adhered to the brand's visual identity and delivered a cohesive, professional user experience

Microsoft x SCADpro Sponsored Course, UX Design Lead

March 2025 - May 2025 (Savannah, GA)

Collaborated with Microsoft BIC to design an in-house application addressing specific user pain points and aligning product features with corporate strategic goals

- Led a multidisciplinary UI team to translate raw user research and interview data into a high-fidelity Figma prototype, transforming abstract insights into a tangible experience that allowed stakeholders to visualize and validate the final solution
- Directed preliminary research and user interviews to identify core user pain points, providing the foundational evidence needed to justify design decisions before stakeholders
- Synthesized research data to define key features, creating a strategic framework for the design team that ensured the final prototype was rooted in evidence-based user needs

Education

Savannah College of Arts and Design | B.F.A. in UX Design

September 2023 - June 2026 | Savannah, GA (GPA 3.81 | Dean's List)

Relevant Coursework: Front-end Visual Design (UXDG 315), Contextual Research Methods (SDES 215), Usability Testing (UXDG 380), Production for Digital Environments (GRDS 323), Prototyping Electronics for Designers (UXDG 325)

Tools

- Figma
- Photoshop
- Illustrator
- Fusion 360
- EasyEDA
- Keyshot
- Rhino 8
- Rive

Technologies

- Claude Code
- React
- Tailwind CSS
- JavaScript
- Arduino
- Java
- Python
- Webflow

User Research

- Rapid prototyping
- Contextual research
- Usability testing

Design Skills

- Product design
- Interaction design
- Mobile design
- Design systems

Process and Delivery

- Web development
- PCB Design
- Design implementation
- Web animation
- Agile development