

Sumant Rajkumar

UX Designer | Front-End Developer

www.sumant.design github.com/smunt1456 linkedin.com/in/sumantdr sumant.rajkumar@live.com (206)-859-9017

Professional Experience

HYSEA Summit 2026, UX Designer and Web Developer

November 2025 - March 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.

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 using Webflow, 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

Academic Experience

Atlas Triage EMS System (Capstone), UX/IxD Lead

January 2026 - Current (Savannah, GA)

Defined the UX architecture for Atlas, an AI-driven ecosystem designed to replace fragile paper triage tags and saturated radio channels during mass casualty incidents

- Designed four touch points each tailored to a different user and context, informed by primary stakeholder research and secondary analysis of incident reports and triage methodologies
- Built a functional prototype of the Atlas Tag, a wrist-worn device with PPG heart rate sensing, e-ink display, and LED beacon signaling, designing custom PCBs and writing firmware

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
- Directed preliminary research and user interviews to identify core user pain points, providing the foundational evidence needed to justify design decisions before stakeholders

Education

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

September 2023 - May 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)

University of Washington

August 2021 - August 2023 | Seattle WA

Relevant Coursework: Intellectual Foundations of Information (INFO 200), Design Foundations (DESIGN 166), Computer Programming I & II (CSE 142 & 143)

Tools

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

Technologies

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

User Research

- Contextual research
- Stakeholder interviews
- Data synthesis
- Rapid prototyping
- 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