

Indrajith Rajesh

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CAREER OBJECTIVE

To blend creativity, technology, and user empathy in designing digital products that not only solve problems but also inspire meaningful experiences, while growing as a designer and contributing to organizational success.

EDUCATION

University of Calicut <i>Bachelor of Computer Applications (BCA)</i>	Sulthan Bathery, Wayanad Jul. 2019 – Apr. 2022
Indira Gandhi National Open University <i>Master of Computer Applications (MCA)</i>	Distant Learning Jul. 2024 – Apr. 2026

EXPERIENCE

Senior Product Designer <i>Credgenics</i>	Dec. 2025 – Present Noida, India
- Revamped core platform experience including Key Workflows, resulting in increased user adoption, improved usability, and higher engagement across enterprise clients. - Led end-to-end design for debt resolution and collections workflows, improving user efficiency and reducing task completion time through intuitive UX and structured navigation systems	
Founding Product Designer <i>Oronium Technologies Pvt Ltd</i>	Feb. 2024 – Nov. 2025 Thiruvananthapuram
- Spearheaded UX research with 50+ users, driving insights that improved task completion rate by 35% - Designed and launched 3 SaaS products, contributing to 20% higher adoption rates and streamlined workflows - Mentored and guided 2 junior designers, reducing project delivery time by 15% - Partnered with engineering to deliver pixel-perfect UI, cutting design-dev mismatch issues by 30%	
User Experience Designer <i>Vonnue Innovations Pvt Ltd</i>	Apr. 2022 – Feb. 2024 Wayanad
- Delivered 15+ responsive SaaS interfaces for international clients across healthcare, fintech, and retail - Improved conversion rates by 25% through user-focused design and streamlined flows - Built reusable Figma component libraries, accelerating design cycles by 30% - Ensured consistent brand identity across 20+ digital touchpoints	
Lead Designer (Freelance) <i>Kerala Tourism</i>	Jun. 2023 – Jun. 2024 Hybrid
- Directed UI/UX and visual design for campaigns reaching 500k+ tourists across digital channels - Enhanced navigation and usability of tourism platforms, increasing session time by 18%	
Frontend Developer & UX Designer (Part-time) <i>Shutterup Digital Solutions</i>	Feb. 2020 – Mar. 2022 Remote
- Designed and developed internal workflow tools adopted by 200+ employees, boosting efficiency by 40% - Introduced UI standards and documentation, reducing feature delivery time by 20%	

CORE PROJECTS

CG Collect App (Credgenics) <i>Product Design, AX/UX/UI</i>	2026
Designed end-to-end FOS App for Field Agents ; contributed to 79% higher lead conversions	
Lynalysis – Dashboard <i>Product Design, UX/UI</i>	2025
Lynalysis is your all-in-one dashboard for planning, tracking, and managing construction%	
Hubbo POS (Grab) <i>Product Design, UX/UI</i>	2024
Designed website for POS platform later acquired by Grab; contributed to 40% higher lead conversions	
Eagle Eye Networks – Product Wizard <i>Product Design, UX/UI</i>	2023
Built product selection tool simplifying CCTV setup for global clients, cutting onboarding time by 25%	

TECHNICAL SKILLS

Design Tools: Figma, Sketch, Miro, Maze, Notion, Adobe Creative Suite (XD, Photoshop, Illustrator, After Effects, InDesign, Lightroom)

UX/UI: User Research, Wire-framing, Prototyping, Interaction Design, Usability Testing, Design Thinking, User Interviews, Persona Creation, A/B Testing, Heuristic Evaluation, Accessibility(WCAG)

Prototyping & Design Systems: Wireflows, Interactive Prototypes, Component Libraries, Atomic Design

Web & Product: Framer, Webflow, Wix/Editor X, Frontend Development (React.js, Next.js, HTML, CSS)

Collaboration: Stakeholder Management, Project Management, Team Leadership, Branding & Marketing