

Shankar Shrestha

UI/UX Designer

As a skilled UI/UX designer, I am passionate about creating visually stunning, user-friendly websites. With a sharp eye for detail and a dedication to excellence, I craft online experiences that leave a lasting impression. From concept to launch, I work closely with clients to bring their visions to life and ensure their digital presence stands out. Let's collaborate to elevate your online identity and make a powerful impact in the digital world.

Contact

[LinkedIn](#)

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Skills

- User Research
- Interaction Design
- Visual Design
- Prototyping
- User Experience
- Communication and Collaboration
- User Testing
- Responsive Design
- Wireframes
- User Stories
- Adaptability and Continuous Learning

Tools

- Figma
- Figjam
- UserTesting
- Jira
- Slack
- Frammer
- Notion

Awards

- [Collaboration Championship Awards](#)

Work Experience

Naxa UI/UX Designer

JUN 2025 - SEP 2025

- Create wireframes and user flows to communicate design concepts effectively
- Develop high-quality, user-centered UI/UX and visual design solutions for both web and mobile platforms
- Design intuitive interfaces and interactive prototypes, iterating rapidly based on user, team, and client feedback
- Prepare detailed and visually compelling multipage layouts and screens , including GIS map designs
- Collaborate with the Graphic Designer,Motion Designer and developer(s)
- Develop branding guidelines and reusable templates to maintain consistency
- Create data-driven visualizations for GIS maps, ensuring responsive, accessible, and performance-optimized designs

Takeo.AI UI/UX Designer

NOV 2022 - MAY 2025

- Prototyping, designing, and building user interfaces for web utilizing the most up-to-date frameworks, techniques, and best practices
- Design interfaces for various web sites and applications, using storyboards, wireframes, prototypes and design guidelines
- Optimize graphics and web pages using mobile and desktop best practice
- Collaborate with the Graphic Designer, Motion Designer and developer(s)
- Coordination with developer(s), Tracking goals and Integration, Analysis and iteration, UI prototyping, Interactivity and animation, adaptation to all device screen sizes, Implementation with developer
- Research on User target, Design research, Branding and UI development, User guides

Truemark Technology Associate UI/UX Engineer

OCT 2021 - NOV 2022

- Work and improve the user experience offered by both the legacy and modern software, providing wireframes and storyboards for UX improvements that are validated through research and testing where data is valued over opinion.
- Worked on different design system
- Get the knowledge and work on the web accessibility, color contrast.
- Get to work on different products and get the ideas to solve the problem
- Follow the best practices(Research, prototyping, validation) as well as visual design (typography, information design, color and layout).
- Worked on different project and solve the ux problem of product

Featherwebs Intern on UI/UX Design

FEB 2021 - OCT 2021

- In-depth knowledge on UI/UX
- Creating Wireframe (low fidelity and high fidelity)
- Worked on the Grid system based on bootstrap design system
- Follow the Grid system based on bootstrap design system
- Learn more about the design system, color rules and more
- Design the UI and UX of Attendance management system

Education

Kist College of Information & Technology BIT

2016 - 2020

Sann International College Computer Science

2014 - 2016