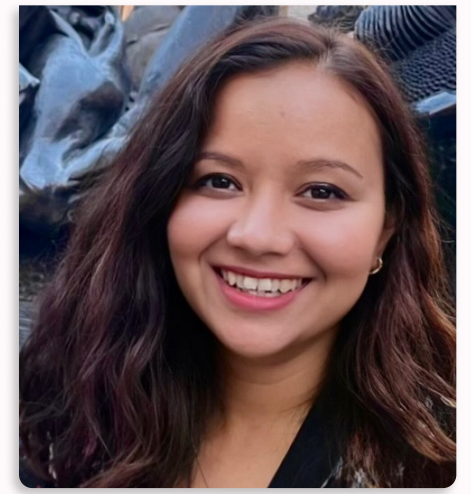# Divya Kothari
UI/ UX Designer

Passionate about smoothing out complex user interface, translating ideas into UI design, and creating interactions.

kdivya@yahoo.com ✉

+31624484393 📞

Amsterdam, Netherlands 📍

Work Experience

SAAC , Breda
September 2023 - February 2024

Web designer

- Designing a web tool for SAAC under Tech labs project.
- I am responsible for the design process which includes interaction flow, wire-framing, low and high fidelity prototyping, delivering final design files to front end developers.
- I am collaborating with the product owner, mentors, all developers and data scientists.

Pasquil BV, Utrecht
December 2022 - April 2023

UX/UI designer

- Designed a risk management web application with another UX designer and a developer.
- I successfully delivered the project within the given time period with constantly communication with product owners about their demands and wishes.
- I presented wireframes, mockups and various High and low fidelity prototypes. I delivered my designs, logos, icons and stylesheet to the Developer successfully.

Projects

DK apps and games, Amsterdam

Capture path - Multiple platform Game

UX/UI designer and Product owner

- I designed entire game in Autodesk maya and unity 3D.
- Adobe photoshop is used for App store screenshots and few screens.
- Tools - Autodesk maya, Unity 3D, Adobe photoshop
- Communicated with developer till the final upload stage.

https://apps.apple.com/us/app/capture-path-match-3/id1543767328

Number slide - iPhone Game

UX/UI designer and Product owner

- I designed entire game in Sketch and Zeplin.
- Adobe photoshop is used for App store screenshots and few screens.
- Tools - Sketch, Zeplin, Adobe photoshop
- Communicated with developer till final upload stage.

https://apps.apple.com/us/app/number-slide/id1608605648?platform=ipad

Social

divyakothari.com/

linkedin.com/in/divyart/

dribbble.com/DivyART

Tools

Figma | Sketch | Zeplin

Photoshop | Affinity Designer

Autodesk maya | Unity 3D

Canva | Miro

HTML and CSS

Skills & Competencies

UI/UX Design

Wire framing

Prototyping

Interaction Design

Colour theory

Typography

Mock ups

3D designing

Presentation

Communication

Team collaboration

Unit converter - iPhoneApp
UX/UI designer and Product owner

- I designed iPhone app in Sketch and exported in Zeplin.
- Adobe photoshop is used for App store screenshots and few screens.
- Wire framing , mockups and prototyping.
- Tools - Sketch, Zeplin , Adobe photoshop
- Communicated with the developer till final upload stage.

https://apps.apple.com/us/app/quick-unit-convert/id1458957344

Education

Certification in UX/UI design
September 2023 - February 2024
Techlabs , Rotterdam

Certification in web and mobile design
March 2023 - October 2023
Zero to mastery

Certification in UX/UI design
October 2022 - April 2023
Techlabs , Amsterdam

Certification in Maya
September 2013 - October 2015
MAAC , Hyderabad

Bachelor of Pharmacy
April 2005 - April 2009
HNB Garhwal University, India

Interests

UI/UX | 3D design | Swimming | Arts | Photography | Hikking

Languange

Hindi
Native

English
Fluent

Dutch
Elementary

References

Radu Feflea
rf@remotedots.com

Giuseppina Schiavone
giuseppina@negrello.org

Arvid Landwaart
arvid@pasquil.nl