

TEJA SREE PUTTA

UX / UI Designer · Interaction Designer · Product Designer

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PROFILE

UX/UI and Product Designer with 3 years of end-to-end design experience across mobile-first and web platforms, including AI-native products, B2B dashboards, and e-commerce. Skilled in translating complex problems into intuitive, user-centred experiences, from discovery research and wireframing through to high-fidelity Figma prototypes, design systems, and usability testing. Currently an Associate UX/UI Designer at rNWIST, owning design across SwipeJobb's mobile app, B2B hiring dashboard, and e-commerce platform, alongside freelance UX consulting for Gravitad Systems. Passionate about designing for AI-native products and making complex capabilities feel seamless and human.

CORE SKILLS

UX & Research: User Research, Interviews, Surveys, Personas, Journey Mapping, Competitive Analysis, Usability Testing

Design: Wireframing, Prototyping, Visual Design, Information Architecture, Interaction Design, Design Systems, Responsive Web Design

Tools: Figma (primary), Figma AI, Miro, Adobe Photoshop, Microsoft Office

Technical: HTML, CSS · working knowledge of Python & TensorFlow for collaboration on AI-native products

Workflow: Agile / Scrum, Sprint Planning, Backlog Grooming, Cross-functional Collaboration, Client & Stakeholder Consulting

WORK EXPERIENCE

rNWIST — Sweden · Remote

Jun 2026 – Present

Associate UX/UI Designer

- Leading continued design and iteration of the SwipeJobb Business Panel (B2B hiring dashboard), including candidate pipeline management, messaging, job posting flows, and interview/hire overlays, based on user feedback and product priorities
- Designing a new ecommerce platform for fashion resale from the ground up, covering UI, design system, and end-to-end shopping flows
- Driving design decisions and maintaining visual and UX consistency as the sole designer across SwipeJobb's mobile app, Business Panel, and ecommerce platform
- Mentoring UX/UI design interns, assigning tasks, reviewing deliverables, and providing structured feedback to develop their design thinking and execution skills
- Leading design review meetings and check-ins to ensure work quality and alignment with product goals
- Acting as senior design point of contact, bridging design work with developer and stakeholder expectations

Gravitad Systems — Spain · Remote

Jan 2026 – Present

Freelance UX Consultant

- Delivering strategic UX recommendation reports for client projects, covering research synthesis, usability findings, and actionable design recommendations
- Partnering directly with stakeholders to translate business requirements into UX strategy under a formal freelance consulting engagement
- Conducting independent UX advisory assessments across multiple assigned technology projects, evaluating user flows, information architecture, interaction design, and accessibility, and delivering professional reports with risk analysis and recommended improvements

rNWIST — Sweden · Remote

Aug 2025 – Jun 2026

UX/UI Designer Intern

- Redesigned the SwipeJobb Business Panel, an HR-facing recruiter dashboard, from the ground up, identifying UX gaps where confusing navigation and unclear layouts made core tasks difficult to complete
- Rebuilt information architecture and visual hierarchy across 12+ screens, including job posts, candidate pipeline management, messaging, analytics, calendar, notifications, settings, and team members
- Conducted UX research and competitive benchmarking to shape the SwipeJobb AI career assistant, defining conversational interaction patterns, onboarding flows, and trust-building cues for a first-time AI product
- Built wireframes and high-fidelity Figma prototypes for both product streams, leveraging Figma AI to accelerate iteration cycles
- Crafted detailed user flows and transition behaviours to support seamless developer handoff in an Agile team
- Created usability testing scripts and scenarios; synthesised findings to iterate and validate designs

DevPort AB — Gothenburg, Sweden

Jan 2025 – Aug 2025

UX/UI Designer — Master's Thesis

- Led end-to-end UX redesign of a workflow-heavy internal tool used daily by employees across departments, conducting surveys, interviews, and usability testing to uncover pain points and validate improvements
- Redesigned information architecture and core task flows to reduce friction for both frequent and occasional users, balancing power-user efficiency with clarity for less technical staff
- Worked within DevPort's design system in Figma to maintain visual consistency and streamline design handoff across the redesigned intranet
- Analysed quantitative and qualitative data to prioritise design decisions and measure impact

Chalmers University — Gothenburg, Sweden

Jan 2025 – Mar 2025

Teaching Assistant — Agile Development Practices

- Guided student teams through Agile sprints, sprint planning, backlog grooming, and retrospectives, evaluating deliverables and providing design feedback across multiple sprints

Crafter — Hyderabad, India

Sep 2022 – Jul 2023

UX/UI Designer Intern

- Designed the full UI for a learning platform website, applying user research and competitive analysis to define the information architecture and visual system
- Developed visually compelling, pitch-ready presentation materials communicating design rationale and user insights to stakeholders

EDUCATION

University of Gothenburg

2023 – 2025

MSc Computer Science — Interaction Design

Vignan's Lara Institute of Technology & Science

2018 – 2022

Bachelor of Information Technology

SELECTED PROJECTS

Carbon & Cloud — Sustainability Awareness Mobile App

- Designed a mobile app tracking real-time energy consumption and CO₂ emissions from digital habits using Google Cloud data, with gamification features to drive sustainable behaviour change
- Conducted usability testing to refine interaction design and deliver an intuitive, engaging interface