Vignesh Mohan Kumar

Interaction Designer | UX/UI & Digital Product Design

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PROFESSIONAL PROFILE

Interaction designer with an MSc in Human-Computer Interaction and practical experience across commercial digital products, client research and independent design projects. Skilled in translating user needs, business requirements and technical constraints into user flows, wireframes, accessible interfaces and interactive Figma prototypes. Portfolio includes five independent case studies and eight interactive UI concepts, including four landing pages. Interested in responsible Generative AI, service design and emerging interaction patterns.

PROFESSIONAL & CLIENT EXPERIENCE

UX/UI Designer & Content Designer (Intern) | Phoenix Solutions – Aalee Products, Laois

Sep 2026 – Nov 2026

- Developed the visual direction and usability of a digital website for customs brokers, translating complex workflow and product requirements into clear interfaces.
- Designed campaign assets for Aalee Assist, Reach and Taxary, adapting typography, hierarchy and layouts across digital touchpoints.
- Collaborated with design, product and marketing teams, presenting design rationale and incorporating feedback through rapid iterations.
- Synthesised Irish and UK business research into structured insights to inform product messaging and outreach.

Junior Product Designer – UI/UX (Contract) | PixelDrip

Feb 2026 – Jun 2026

- Translated client briefs and user journeys into wireframes, high-fidelity responsive interfaces and interactive Figma prototypes.
- Developed reusable component libraries, variants and shared patterns to maintain consistency across digital products.
- Worked with senior designers to balance user needs, brand requirements and technical implementation constraints.
- Refined designs using usability findings and stakeholder feedback; documented responsive behaviour and prepared developer handoff assets.

Product Designer & UX Researcher | Russborough House (MSc Client Project), Wicklow

May 2025 – Aug 2025

- Conducted interviews, observations and co-design sessions to identify accessibility and visitor experience challenges.
- Translated research into information architecture, digital concepts and accessibility recommendations; presented rationale to site stakeholders and incorporated feedback.

EDUCATION

University College Dublin | MSc Human-Computer Interaction | 2024 – 2025

Vel Tech Multi Tech Engineering College | BEng Electronics & Communication Engineering | 2019 – 2023

CORE SKILLS & TOOLS

Design: Figma, interaction design, human-centred design, user flows, wireframing, rapid prototyping, information architecture, design systems, responsive UI, service design principles, WCAG 2.1 accessibility.

Research & delivery: Interviews, surveys, thematic synthesis, usability testing, co-design, visual storytelling, stakeholder collaboration, developer handoff.

Technology: Adobe Photoshop, Illustrator, Claude Code, ChatGPT, HTML/CSS fundamentals.

SELECTED DESIGN PROJECTS

Meet ToDo | AI-powered meeting & action management dashboard

Challenge: Fragmented meeting notes and follow-ups obscure ownership and deadlines.
Contribution: Designed a SaaS dashboard integrating meetings, AI-generated summaries and action items.
Design decision: Prioritised action ownership and human review of AI output to preserve user control.
Learning: Responsible AI interaction requires transparency, clear hierarchy and confirmation of important decisions.

Muse Plan | Inclusive visitor experience, Russborough House (University project)

Challenge: Improve access for visitors with sensory and cognitive needs within heritage-site constraints.
Contribution: Conducted interviews and thematic coding, helped synthesise 33 survey responses and developed three of twelve team concepts.
Design decision: Responded to feedback about AR overstimulation and safety by supporting pre-visit planning, on-tour guidance and storytelling instead.
Learning: Evidence must outweigh technical novelty; service design must consider staff, visitor journeys and operational feasibility.

Live Portfolio | AI-assisted design & implementation

Challenge: Translate a visual concept into a working, responsive digital experience.
Contribution: Owned the design and launch using Claude Code, ChatGPT and HTML/CSS fundamentals; refined navigation, typography and motion.
Design decision: Reviewed the live implementation across screen sizes and iterated mobile hero alignment and layout.
Learning: Generative AI accelerates execution while design judgement and quality assurance remain human responsibilities.

Edufusion | Collaborative e-learning platform

Challenge: Learners need guidance and motivation beyond course discovery.
Contribution: Developed personas, user flows, wireframes and 40+ Figma screens covering onboarding, courses, study groups and an AI-assistant concept.
Design decision: Prioritised continuing learning and peer collaboration over course browsing alone.
Learning: AI features need a clear user purpose; improved completion is a design objective, not a measured outcome.

Pulse90 | Football prediction platform

Challenge: Balance dense match information, visual effects and prediction controls.
Contribution: Designed seven Figma screens and prototypes for dashboards, predictions and rankings; created reusable cards and analytics modules.
Design decision: Separated tasks into focused views and used confirmation states and motion feedback to guide attention.
Learning: Interaction feedback and responsive information hierarchy are essential to clarity.

GadgetGo | Electronics rental platform

Challenge: Build trust around device condition, availability and rental terms.
Contribution: Explored user needs and competitor patterns; created personas, booking flows and Figma interfaces for browsing, reviews and owner communication.
Design decision: Connected availability, rental dates and payment with contextual product information.
Learning: Effective interaction design supports informed decisions rather than simply reducing steps.

CERTIFICATION

UI/UX Design Certification | Web D School | 2024