

Aashna Nair

Interaction Design | UX | UI

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Interaction Designer with an MA from the University of the Arts London and hands on UX delivery across agency, internship, and academic settings. Proficient in Figma, wireframing, information architecture, usability testing, and qualitative research. Currently designing UX for live client products at an UI/UX agency. Seeking an entry level to early career role in UX or design research.

EDUCATION

MA Interaction Design

University of the Arts London, London College of Communication

Grade: Merit

Theories & Practices of Interaction Design | Explorative Practice | Collaborative Unit | Master's Project

Oct 2022- Dec 2023

London, UK

Bachelor of Design, Creative and Applied Computation

Srishti Institute of Art, Design and Technology

Grade: Rank B

User Experience Design | Service Design | Data-Driven Design | Physical Computing | AR/VR

Jul 2018- Jun 2022

Bangalore, India

SKILLS AND TOOLS

Tools- Figma, Framer, Wix, Adobe CC, Procreate, Processing p3, p5.js, Blender

Product Skills- User Research, Usability Testing, Information Architecture, Typography, Journey Mapping

AI and Emerging Tech- Claude, Gemini Canvas, Zepline, Axure, Google Analytics, Notion AI, Replit

EXPERIENCE

UX Designer Trainee

Award-winning UX Agency

- Led a UX audit and full redesign of a company website, restructuring service pages and UI flows and adding per-service FAQs, improving task completion by 8% and reducing support queries by 3%.
- Mapped end-to-end information architecture for a hackathon platform used by up to 100 users , simplifying complex user journeys and reducing navigational steps from 20 to 15 .
- Designed wireframes for a Document Hub Management module in a facility management platform, covering document organization and access-control workflows across 10 user roles.
- Authored a UX case studies synthesizing research insights, design challenges, and timelines for a healthcare-sector client portfolio.
- Produced UX-focused blog content for the agency website, translating complex design concepts for a general audience.

Feb 2026 – Present

Calicut, India

UI UX Designer and Researcher(Internship)

Origin UI/UX Studio

- Performed competitive analysis across 6 competitors and authored around 3 blog content on UX trends to support client innovation strategies.

Jun 2021 – Oct 2021

Bangalore, India

Sales Associate

The LEGO Group

- Supported promotional campaigns and managed inventory/merchandising across 50+ product themes and 1,000+ SKUs, maintaining alignment with brand and marketing strategy.

Feb 2024 – Sept 2025

London, UK

SELECTED PROJECTS

Breakdown- Sensory Jenga for Anxiety Management MA Master's Project, UAL London 2023

- Designed and engineered a five-foot interactive Jenga installation to aid anxiety management and ADHD symptom regulation through therapeutic play.
- Conducted user-centered research into sensory modulation and play therapy , piloted with 100 UAL faculty and students, gathering structured behavioral observations.
- The project was selected for ongoing display to introduce incoming students for Interaction design methods.

AI-Generated Art Speculative Film Ars Electronica Exhibition, Austria

2023

- Created a speculative short film selected for international exhibition at Ars Electronica 2023, reaching an audience of 500+ students and professional artists.
- Examined the boundary between AI-generated and human-authored art, producing critical commentary on authorship and creativity in the age of generative tools.