

Bharath Ganesh

UI/UX Designer

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About

As an multidisciplinary Designer who specialises in creating solid visuals and interactions, I strive to create meaningful Interactions that can enhance the overall experience and aids usability. I align my design thinking to support accessibility, inclusivity and specific to user scenario.

Work Experience

JAN 2023 – JUN 2025

Bangalore

Interaction & Visual Designer

Thence

- Designed app flows and created more than 150 animations using Lottie and Rive, resulting in a 30% improvement in user retention rates.
- Created Dashboard and Data visualization to communicate design impacts and user behavior trends, supporting strategic decision for clients.
- Managed visual design across multiple projects while coordinating with a team of 25+ stakeholders, including project consultants, visual designers, and developers.

FEB 2022 – Present

Chennai

UI & Visual Designer

Freelance

- Delivered visual design and UI solutions for over 10 clients, including Paniolo Ventures and The Tee Tree.
- Created 3D assets and animations for 7 clients including Spacemerch and Emonet.

Education

SEP 2025 – NOW

College Park

MS HCI

University of Maryland

AUG 2017 – APR 2021

Chennai

B.E CSE

Anna University

Projects

JUL 2024 – AUG 2024

Medium app redesign

At Clan, a design community based in Chennai, we took on a challenge to redesign popular apps. I chose Medium, conducted research to identify key issues, and refined the app by incorporating new features to enhance its functionality.

OCT 2023 – NOV 2023

EmoNet Branding

EmoNet is a mental wellness app designed to track daily habits, label behaviors, and suggest alternatives to promote better mental health. I was responsible for creating the overall branding and visual design for the project.

JAN 2022 – AUG 2022

Spaceman Project

Spaceman is a Web3-based ecosystem that provides users with various benefits and perks, including media, merchandise, and education. I led the design team, worked hands-on, created promotional materials, and 100+ avatars.

Skills

UX Methods: User research • Wireframing • User Flows • Prototyping • Affinity Diagrams • Brainstorming • Usability Testing

Design: Illustration • UI Design • Animation • 3D Modelling • Video Editing • Branding

Tools: Adobe suite • G suite • MS Office Suite

Analytics: data visualization • Dashboarding