

DHARA KAKADIYA

UI/UX DESIGNER - UI Design, UX Design, Graphic Design

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📍 Ontario

in [LinkedIn](#)

📁 [Portfolio](#)

SKILLS

- **Design Tools:** Figma, Adobe Creative Suite, Corel Draw, Wondershare Filmora, Zeplin, Zoho
- **UI Dev:** Wireframing, Interactive Prototyping, User Testing, UX Research, Storyboards, App Design, Mockups
- **Web Design:** HTML (basic), CSS (basic), E-Commerce Interfaces, Responsive Layouts, User Interaction Flows
- **Creative Design:** Graphic Designing, Illustration, Motion Graphics, Design Thinking, Visual Content Systems
- **UX Workflow:** User Experience Mapping, Interactive Storyboards, Web App Wireframes, Product Interface

WORK EXPERIENCE

UI/UX Designer, Graphic Designer (Part-time)

September 2023 – Present

Freelancer

Canada, Remote

- Delivered 15 UI/UX projects using latest trends, coordinated with 5 clients, completed all deliverables on schedule, increasing client satisfaction score by 40% and improving internal team alignment and collaboration efforts.
- Iterated 12 design solutions from 50 user feedback points, resolved 35 interface issues, improving usability metrics by 28% across web and mobile platforms, strengthening overall user interaction, efficiency, and consistency.
- Incorporated 20 feedback recommendations into 10 product interfaces, improved accessibility for diverse users, increasing overall task success rate by 25% and enhancing stakeholder approval, feedback, and team collaboration.
- Produced 15 wireframes, 12 storyboards, 10 mockups, collaborated with 6 stakeholders, accelerating design sign-off, reducing development revisions by 40%, ensuring project met all deadlines and visual standards.

Production Operator

September 2023 – July 2025

Magna

Canada

- Operated automated machinery and monitored production parameters, achieving a 98 percent adherence rate to output schedules and reducing downtime by 12% through corrective adjustments during continuous operations.
- Conducted dimensional inspections and surface checks on over 250 components daily, reporting deviations immediately and maintaining a 96 percent compliance rate with established manufacturing quality specifications.
- Followed plant safety protocols, executed lockout-tagout procedures, and maintained audit-ready compliance with OSHA standards, contributing to a fifteen percent reduction in recorded incidents across production shifts.
- Facilitated lean manufacturing initiatives by standardizing machine setups and contributing to workflow optimizations, increasing production line efficiency by eleven percent while reducing material waste by eight percent.

Sr. UI/UX Designer

May 2022 – February 2023

Rain InfoTech Pvt. Ltd

India

- Engineered 30 wireframes, 25 visual designs, and 20 flow diagrams, collaborating with 6 product managers, improving design approval speed by 40% and enhancing team coordination, efficiency, and project visibility.
- Coordinated with 10 engineers, conducted 15 requirement review meetings, implemented 20 interface updates, increasing alignment across teams by 35%, improving workflow consistency, and communication execution quality.
- Created 12 high-fidelity prototypes, 10 conceptual presentations, and 8 site maps, reducing miscommunication, achieving 95% first-pass approval rate, improving stakeholder understanding, and accelerating decision-making.
- Tested 50 CTAs, banners, layouts, and flows across 5 landing pages, detecting 28 usability issues, resolving 25, improving conversion rate by 22%, providing recommendations, aligning with goals, optimizing engagement.

UI/UX Designer

March 2020 – April 2022

Vision Infotech Pvt. Ltd

India

- Designed 25+ navigation menus, search boxes, tabs, and widgets across 10 digital assets, improving task completion efficiency by 35% and user engagement by 40%, enhancing cross-functional collaboration, team coordination.
- Created 20 low/hi-fidelity mockups per project, coordinating with 5 developers and 3 managers to align designs with functional requirements across platforms, increasing approval speed, stakeholder clarity, design quality.
- Developed 15 interactive prototypes in Figma, presenting to stakeholders, resolving 18 interface issues, increasing early feedback incorporation by 50%, improving usability understanding, team communication, and refinement.
- Performed user research, built 8 personas, completed 10 usability tests, applied results to 5 product iterations, boosting satisfaction scores by 30%, improving overall design decisions, team alignment, and project outcomes.

EDUCATION

Bachelor of Technology in Computer Engineering

2016 – 2019

Charotar University of Science & Technology, India

Diploma in Computer Engineering

2013 – 2016

B & B Institute of Technology, Gujarat Technological University, India