

MANIKUTTAN TK

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I am a passionate UX designer with 12 years of experience in creating simple and compelling interfaces on digital devices. I design positive experiences with a cohesive point of view across multiple form factors and conditions while considering the business stakeholders, user research, brand and teammate influence. I am always curious about why and how going in my mind makes me enthusiastic about learning and transforming ideas into implementation.

EXPERIENCE

Mastek UK Ltd, — Interaction Designer

August 2022 – Present

Working on Morrison's project:

1. Work closely with Business analysts, researchers, product managers and engineers to create engaging and cost-effective solutions with measurable and positive user impacts.
2. Responsible for creating wireframes, interaction design concepts, Design systems, Navigable prototypes, process flows, Heuristics evaluation, specifications, etc.
3. Producing robust and polished UI/UX covering all aspects with crucial responsibility for design standards for all devices, accessibility, and functionality.
4. Working within an agile environment using tools like Confluence and Jira to organise all tasks/project initiatives.
5. Implementing best practices in usability, accessibility and interaction design; advising the wider business teams.
6. Present and justify UX solutions and designs to business stakeholders and take appropriate feedback.
7. Conduct the design handoff with the development team and provide timely review and feedback on the developed versions.

Designit — Lead Digital Designer

September 2021 – July 2022

Managed a cross-functional team of designers, providing leadership, mentorship, and guidance to ensure the team's success in delivering high-quality design solutions.

SKILLS

User experience design, User research, Empathy mapping, Competitive Analysis, User interviews, Persona creation, User flow, Information architecture, Low fidelity sketches, Navigational wireframes, User interface design, Style guides, Visual design, Mock-ups, Design system, Prototypes, Interaction design, Heuristic evaluation.

TOOLS

UI tools: Figma, SketchApp, Adobe XD, Photoshop, Illustrator, Lightroom, Indesign

UX Tools: Invision Studio, UX Pin, Moqups, Balsamiq, Zeplin, Miro

Technology & Others: MS Office, HTML, CSS, WordPress customisation, Slack, Jira

EDUCATION

Bachelor of Technology
(B.Tech.)

Collaborated with clients, including ICICI Bank, Qatar Airways, Cynergy, Construction.com, Digantara, and others, to understand their requirements and objectives.

Created wireframes, prototypes, and visual designs aligned with client goals and user-centric principles, ensuring seamless user experiences.

Developed and implemented design systems and workflows, streamlining the design process and fostering collaboration among team members.

Led the creation and maintenance of design documentation, style guides, and brand guidelines to maintain design consistency across projects.

Worked closely with development teams to ensure design feasibility and a smooth transition from design to development.

Managed project timelines and budgets, ensuring on-time delivery and cost-effectiveness.

Evaluated design performance through usability testing and iterative design improvements, consistently achieving high levels of user satisfaction.

Acted as a liaison between clients and the design team, effectively communicating design concepts and project progress.

RDA Labs, Lead UX & UI Engineer

2 Yrs 3 Months

Spearheaded product strategy initiatives with a primary focus on enhancing user experiences.

Successfully defined the UX strategy for American Addiction Centres, contributing to improved user engagement and satisfaction.

Collaborated closely with the onsite US team, fostering effective communication and alignment on project goals.

Executed end-to-end design processes, from low-fidelity sketches to high-fidelity pixel-perfect mockups, ensuring a seamless and visually appealing user interface.

Developed and presented rapid prototypes to validate design concepts, garnering valuable feedback from stakeholders and customers.

Utilised analytical skills to interpret Power BI and UserZoom data, extracting actionable insights to address complex problems.

Played a key role in interdisciplinary collaboration, working with business consultants, data scientists, UX consultants, and other UI designers to achieve holistic project success.

CERTIFICATIONS

User Zoom Basic & Advanced

Google UX Design
Professional Certificate

Agile Service Design (The
School of Good Services)

Human-Computer
Interaction - HCI (IDF)

Mobile User Experience
Design (IDF)

Accessibility: How to Design
for All

Master Digital Product Design

AWARDS

Employee of the Year

Team Player of the Year

Sparkle Award UKNL

GEMTrue Champion UKNLRO

BrightSpark UK

Domy Innovations Cafe / Manager

7 Yrs 3 Months

Orchestrated the end-to-end quality of strategic thinking and design throughout project lifecycles, ensuring seamless execution and client satisfaction.

Led the alignment of project outcomes with strategic objectives, effectively communicating and championing these objectives to stakeholders, design teams, and technology teams.

Spearheaded UX Audits, meticulously assessing user experiences to identify areas for improvement and implementing strategic enhancements.

Proactively engaged with clients, presenting innovative ideas that addressed their needs and contributed to business growth and opportunities.

Fostered a collaborative environment, encouraging cross-functional communication and synergy between design and technology teams for optimal project outcomes.

Started my career here as a creative artist and was promoted to Lead Creative artist, then became the Manager of UI.