ABISKAR BHANDARI

UX/UI Designer | Product Designer

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PROFESSIONAL SUMMARY

Results-driven UX/UI & Product Designer with over 4 years of professional experience delivering end-to-end web and mobile design solutions across cross-functional teams. Proven expertise in architecting scalable design systems (utilizing Figma variables and tokens), facilitating client discovery workshops, and leveraging modern AI workflows (Claude, ChatGPT, Figma AI plugins) to accelerate design delivery. Adept at translating complex user research into accessible, high-performing digital products for global clients.

CORE COMPETENCIES & SKILLS

UX/UI Design:	User Research, Usability Testing, Information Architecture, Wireframing, Rapid Prototyping, Interaction Design, Visual Design, Responsive Design
Design Systems:	Design System Architecture, Figma Variables & Tokens, UI Kits, Component Libraries, Agile/Scrum Collaboration
Workshops & Strategy:	Client Workshop Facilitation, Ideation Sessions, Design Thinking, Stakeholder Presentations & Design Defense
AI & Tooling:	AI-Assisted Design (Claude, ChatGPT, Figma AI plugins), Figma, FigJam, Sketch, Framer, Webflow, Jira, UserTesting

WORK EXPERIENCE

Senior Product Designer — NexSewa Dec 2025 – Oct 2026

- Lead end-to-end UX/UI strategy and execution for enterprise mobile and web products, aligning design choices with core business goals and platform conventions.
- Evolve and maintain comprehensive design systems and UI kits using Figma variables and design tokens to ensure cross-product consistency and developer handoff efficiency.
- Integrate AI-native tools (Claude, ChatGPT, Figma AI plugins) into daily workflows to optimize user research synthesis, wireframing speed, and documentation turnaround.
- Plan and facilitate collaborative client workshops, ideation sessions, and design reviews with cross-functional engineering teams and external stakeholders.
- Mentor junior designers on usability standards, component architecture, and accessibility best practices.

Product Designer — OneAccord, LLC Jul 2025 – Dec 2025

- Designed and prototyped scalable web and mobile experiences from early discovery phases through high-fidelity delivery.
- Conducted user research and usability testing sessions, translating findings into actionable design iterations and intuitive interaction patterns.
- Partnered closely with software engineers to ensure designs were accurately translated into production across responsive breakpoints.

UX Designer / Product Designer — Webpoint Solutions, LLC May 2022 – Jul 2025

- Created user flows, wireframes, and interactive prototypes for web and mobile applications.
- Led design reviews with cross-functional teams and defended design decisions to clients using data-backed user research.
- Managed design component libraries to maintain visual and functional consistency across multiple client delivery projects.

UX Design Intern / Graphic Designer — Trainingpoint Feb 2022 – Apr 2022

- Developed information architecture, user personas, and interactive prototypes for client projects.
- Applied foundational UX principles including visual hierarchy, consistency, and accessibility standards.

FEATURED PROJECTS & CASE STUDIES

1. One Accord Outreach App – Mobile Outreach Application

Format: Mobile Application (available on the App Store) | **Role:** Sole Product Designer

Designed the app end to end as the only designer, from flows and wireframes through high-fidelity screens, as part of the One Accord platform.

View Figma Design Workspace

2. One Accord CRM – Administrative Dashboard & Interests Management System (IMS)

Format: Desktop Web SaaS Platform | **Role:** Product Designer (administrative dashboard and platform features, within a team of designers)

Designed a robust Interests Management System and role-based access control system to streamline outreach and member tracking for global institutions. Optimized data-heavy tables with batch processing, reducing task processing time by 35%.

View Figma Design Workspace

3. FonePasal – B2B Merchant & Ledger Management Mobile Application

Format: Mobile Application (iOS & Android) | **Role:** Senior UI/UX Designer

Engineered dual-perspective ledger tracking (Buyer/Seller), an instant "Net Balance" status card, and a digital calculator interface designed for high-speed transaction entry.

View Figma Design Workspace

4. Captain – Cross-Regional Ride-Sharing Ecosystem

Format: Mobile Application (Driver & Passenger Ecosystem) | **Role:** Lead UX/UI Designer

Designed operational flows, real-time safety tracking UI, and a distraction-free 'Captain Mode' driver interface adapted for European regulatory compliance and localization expansion.

View Figma Design Workspace

5. Nepali Biz – Cross-Platform Appointment & Freelance Management Ecosystem

Format: Desktop Web App + Companion Mobile Apps | **Role:** Product Designer & UX Architect

Modeled a multi-zone calendar appointment interface handling automatic international time zones, maintaining visual consistency across web and mobile layouts.

View Figma Desktop Workspace | **View Figma Mobile Workspace**

6. Newstart – Nonprofit Web Experience

Format: Responsive Web Application | **Role:** UX/UI Designer

Designed an accessible, responsive web platform to enhance user engagement and outreach for a non-profit organization. Implemented structured design tokens for seamless developer handoff and clean component reuse.

Live Website: newstart.com

EDUCATION & CERTIFICATIONS

BTEC Diploma — Kingsway Academy (May 2023 – Nov 2023)

UI/UX Design Certification — Trainingpoint (Feb 2022 – Apr 2022)