

NAGOOR SHAIK

Product Designer | UX & Interaction Designer | Figma · Prototyping · Motion Design

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PROFESSIONAL SUMMARY

Product / UX / Interaction Designer with four end-to-end case studies spanning user research, interaction design, prototyping, and motion design in Figma — including a full-cycle mobile product (We Play) taken from user interviews through high-fidelity prototyping and usability testing. Google UX Design Certified, with an MS in Information Technology Management and a real software development background that supports close collaboration with engineering teams during design handoff. Live portfolio available at nagoor-design.space.

PROJECTS

We Play — Sports Reservation App

2024

Product Designer · Figma, FigJam, ProtoPie, Maze, Notion

- Led end-to-end product design for a multi-sport venue booking app, from user research through high-fidelity prototyping and usability testing.
- Interviewed 25+ recreational players to uncover friction points in discovering, comparing, and booking sports venues.
- Designed a 150+ component adaptive design system in Figma using auto-layout and variables for iOS/Android consistency.
- Built animated slot-selection micro-interactions that reduced task-completion time by 40% in usability testing.
- Iterated through low- to high-fidelity prototyping, reaching a 94% task success rate in usability testing.

Flexity — OTT Streaming Platform UI

2024

Interaction & Motion Designer · Figma, Smart Animate, FigJam

- Designed a motion-first streaming homepage exploring cinematic content discovery and card microinteractions.
- Directed the visual and motion system: brand launch animation, hero carousel interactions, and hover-state card behavior.
- Built an interactive high-fidelity Figma prototype demonstrating coordinated multi-element motion across the homepage.

Credit Card Animation × 3

2021

Motion & Interaction Designer · Figma, Smart Animate

- Designed and prototyped three microinteraction variations for a fintech card-reveal pattern (horizontal flip, vertical flip, rotational reveal).
- Explored how motion direction, easing, and timing change user perception of the same core interaction.

SmartWatch OS — Wearable UX Redesign

2020

Wearable UX/UI Designer · Figma, FigJam, Prototyping

- Redesigned a smartwatch OS experience across watch face, ambient display, fitness tracking, and companion mobile app.
- Designed for circular-screen constraints and glanceable information, applying wearable-specific interaction principles.

EXPERIENCE

Vestaxis | Austin, TX

December 2025 – Present

Full Stack Developer

- Designed and shipped 10+ REST endpoints in Spring Boot with JWT-secured authentication for a client-facing application.
- Built 15+ reusable React components with Tailwind CSS and collaborated with product/design teams to translate Figma mockups into functional UI.

Vision Ze Consult IT Inc | Houston, TX

September 2025 – December 2025

Software Engineer

- Deployed 5 backend services to AWS using Docker, building the CI/CD pipeline from scratch and cutting manual deployment effort by roughly 40%.
- Configured AWS IAM policies and monitored service health through CloudWatch, maintaining 99%+ uptime during integration testing.

IBM / Kyndryl | Bangalore, India

May 2021 – August 2023

Associate Technical Engineer

- Managed user provisioning and access controls for 5,000+ enterprise accounts across hybrid cloud environments.
- Resolved 20+ ServiceNow incidents weekly, maintaining 95–98% SLA compliance across client engagements.

Amazon | Hyderabad, India

June 2019 – April 2021

Technical Support Engineer

- Resolved complex technical escalations across 50+ daily tickets with SLA deadlines using Amazon's internal CRM and ticketing tools.

SKILLS

UX Methods: User Research, Wireframing, Prototyping, Usability Testing, Information Architecture, Interaction Design, Motion Design, Microinteraction Design, Design Systems, Visual Design

Design & Prototyping Tools: Figma, FigJam, Maze, Notion, Miro, Framer, Lottie, ProtoPie, Adobe XD, Zeplin

AI Tools: GitHub Copilot, Figma Make, Lovable, Claude

Platform Frameworks: iOS Human Interface Guidelines, Android Material Design, Responsive Web Design Standards

Collaboration: Agile/Scrum Workflows, Developer Handoff Documentation, Design Specification Sheets

EDUCATION

Master of Arts, Information Technology Management — Webster University, San Antonio, TX · GPA 3.86 (2023 – 2025)

Bachelor of Technology, Computer Science & Engineering — Vignan's Foundation for Science, Technology and Research, India (2015 – 2019)

CERTIFICATIONS

Google UX Design Certificate