

Aman Mittal

UI/UX & Product Designer

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Summary

I'm a UI/UX Designer who loves turning complex problems into simple, intuitive, and accessible digital experiences. Over the past year and a half, I've taken ownership of the end-to-end design process for live SaaS and consumer platforms—specifically in real estate and last-mile delivery. I specialize in building scalable Figma design systems from the ground up, delivering high-fidelity mockups, and collaborating closely with engineers and product managers to ship features quickly without the need for endless design rework.

Experience

UI/UX Designer | *UpGlocal*

Oct 2024 – Nov 2025

Propease (Real Estate SaaS Platform)

- Designed the entire UI and UX for a real estate marketplace from scratch. I created over 40 responsive screens for both web and mobile, handling everything from property listings and search filters to agent dashboards and booking flows.
- Talked directly with users to figure out where they were getting stuck. By mapping out their journeys, I found three major friction points and redesigned those flows, which cut the steps needed to complete core tasks by 30%.
- Built a reusable Figma component library utilizing design tokens for typography, colors, and spacing. This not only ensured everything looked consistent across all screens but also sped up our handoffs to developers by 25%.

- Ran thorough WCAG 2.1 accessibility audits to make sure our designs were inclusive. I fixed contrast, spacing, and hierarchy issues so the platform worked great for everyone, regardless of what device they were using.

Airship Send (Last-Mile Delivery SaaS Product)

- Overhauled the navigation and information architecture across 30+ screens for a fast-paced logistics platform. My goal was to restructure the user flows to help reduce errors during critical, time-sensitive delivery operations.
- Designed a mobile app for drivers and a web dashboard for dispatchers from the ground up. Knowing drivers would be using the app on the go, I focused heavily on single-thumb navigation, high-contrast visuals, and making critical tasks obvious even when they couldn't give the screen their full attention.
- Worked side-by-side with developers and PMs every day using high-fidelity prototypes. By staying so closely aligned during our Agile sprints, we managed to go six weeks straight without any design rework.
- Co-created a unified Figma design system for the product. By standardizing our design tokens, we were able to iterate on designs 40% faster in later sprints.
- **Case Study:** Airship Send Multi-Service App
(<https://behance.net/gallery/243376681/Airship-Send-Multi-Service-App-UIUX-Case-Study>)

Additional Case Studies

- **Social Media App:** View on Behance (<https://behance.net/gallery/223580527/Social-Media-App>)

Education & Certifications

- **Bachelor of Technology (B.Tech)** | *Bharat Institute of Technology, Meerut* | 2022 - 2025
 - *Relevant coursework: Human Computer Interaction, Design Principles, Visual Communication*
- **Google UX Design Specialization** | *Google (2026)* | Certificate:
<https://coursera.org/share/0ba6f557a0efbd9ef170480e99c16f4f>

- **Figma UI UX Design Advanced** | *Skillshare* (2025) | Certificate:
<https://skillshare.com/en/certificates/359cf4dd-a069-41b0-9261-2b747688ec34>
- **Graphic Design Foundations** | *LinkedIn Learning* (2026)

Skills

- **Design & Research:** High-Fidelity Mockups, Wireframing, Prototyping, User Research, Usability Testing, Journey Mapping, Mobile-First Design, Accessibility (WCAG 2.1).
- **Systems & Handoff:** Design Systems, Component Libraries, Design Tokens, Auto Layout, Agile/Scrum, Developer Handoff.
- **Tools:** Figma, Adobe XD, FigJam, Photoshop, Canva, Notion, Jira.