



Diksha "Dip" Pandey  
UI/UX Designer

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## Profile

A **vibrant** UI/UX designer with a **multidisciplinary** background and proven track record in user centered product development.

Natural **problem-solver** with an **agile** mindset, always harnessing diverse **international** experiences to approach design challenges carefully with **creativity** and **open mindedness**.

## Skills

I have had practice as well as **experience** working in agile based teams and utilizing **design methodology** in my academic and professional career.

I am very comfortable with **user centered design principles** as well as technical processes. In my studies I was exposed to every stage of the end-to-end product design process.

### Hard Skills

- C2:English, Hindi  
B2:German  
B1:Spanish, Dutch
- Adobe Creative Suite
- CAD: Blender, Fusion360, SketchUp, SolidWorks, Spline
- Coding: C Sharp, HTML/CSS, Java, Javascript
- Figma/XD
- Market research & validation
- Product strategy
- Prototyping & wireframing
- Stakeholder management
- Twine
- Unity

### Soft Skills

- Business model development
- Design thinking
- Project leadership
- Project management
- Resource optimization
- Time management
- User research & testing
- Vision communication

## Experience

### Infineon

UI/UX Design Intern

2024-2025

Germany

Worked as part of an **agile, interdisciplinary, international** team developing a software application for internal company use. Responsibilities included **user research**, application interface **design** and **testing**. **Collaborated** closely with developers, product owners, users among other **stakeholders**.

### Absonutrix, LLC

Design Intern

2021-2022

Online

Covered a variety of roles such as **packaging design**, label graphic design, and created social media posts, all of which are being used by the company to promote their nutrition supplements and cosmetic products on Amazon and their sites.

### Verbakel Innovation, B.V.

Product Design Intern

2021

Netherlands

This five month role was completed in the final semester of my undergraduate degree. The solo project was to complete every step of the **product design cycle** and create a specialized attachment for a next generation kitchen appliance.

## Education

### Trinity College Dublin

Interactive Digital Media, MSc

2022-2023

Ireland

The intensive full-time one year program featured five taught modules: visual computing and design, film and sensor technologies, authoring for the web, and more. The program was **continuously assessed** through group and individual assignments. Completed a comparative study final thesis about UI/UX in video games, **awarded a first**.

### Google UX Design Professional Certificate

Career Certificate

2022

Online

The seven course series for professional training designed by Google taught the **basics of UX design**, including sub-courses about empathizing with users, how to conduct UX research, and building dynamic interfaces.

### The Hague University of Applied Sciences

Industrial Design Engineering, BSc

2018-2021

Netherlands

The **hands-on** program covered product design with frequent oral assessments. All projects were **end-to-end product design** and development group projects for genuine **clients** and stakeholders. The program taught traditional product design principles. The two chosen minors were Advanced Product Optimization and Design with Nature.