

## PRAMIT RANJAN

Portfolio: [pramitrانjan.com](https://pramitrانjan.com)

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### SUMMARY

UX design student at SCAD working across product prototyping, visual branding, interaction design, and AI-assisted workflows.

### SKILLS

- **UX:** interaction design, wireframing, prototyping, user flows
- **Visual:** branding, layout, photography, campaign assets
- **AI:** Claude Code, Figma Make, agent-assisted iteration
- **Product:** design systems, landing pages, social content

### EDUCATION

#### SCAD

Savannah, GA · 2025 – Present

#### BFA UX Design

Interaction design, user research, prototyping, and design systems.

#### Garden International School

Kuala Lumpur · Sep 2023 – Jun 2025

#### A Levels

Photography · Design and Technology · Business Studies

### TOOLS

- Figma, Figma Make
- Adobe Creative Suite
- Claude Code
- Vibe coding
- HTML/CSS prototyping

## UX Design Student

SCAD · Product UX · Visual systems

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### EXPERIENCE

#### Product Intern @ Swipecy

Jun 2026 – Present

Designing Swipecy's admin mobile app from the ground up, from wireframing and reference research to high-fidelity screens using the existing design system. I also rebuilt key product flows as an interactive frontend demo, integrating onboarding questions to capture and qualify leads. Additional work included improving card renaming flow, transaction custom fields, and exploring how AI could be integrated into custom-field workflows.

#### Growth Intern @ Viricle Malaysia

Jul 2024 – Aug 2024

Designed sticker packs for the Viricle × Minions collaboration, created hero images, and prototyped a school landing page.

#### Exhibition Director @ SOHO Exhibition

Sep 2023 – Jan 2024

Chaired the annual sixth form art exhibition, managing logistics, departments, branding, and marketing materials.

#### Marketing Intern @ Moving Walls Malaysia

Jul 2023 – Aug 2023

Created social media content and launched the company TikTok page from ideation through engagement optimization.

### SELECTED PROJECTS

#### Franklin's

UX · Research

Led a five-person team from fieldwork to final prototype.

#### Albers

UI · Interaction

Designed and developed an interactive colour theory macOS app.

#### Wander

UX · Product

Co-owned research, synthesis, concept, and Figma UI in a 48-hour sprint.

#### LoomLearn

UX · Ed-tech

Designed an accessible modular learning space for neurodivergent students.

### PROFESSIONAL ACTIVITIES

#### FigBuild 2026

Design Challenge

Submitted Accord, a work-readiness app for amputee construction workers.

#### Rocket × FLUX

3-Day Design Sprint

Redesigned Passio Go using Figma Make.