Portfolio.

2026 *Rohith Sunil*

About 02

Hello, I'm *Rohith Sunil*

UI/UX & Designer

with experience in user research, prototyping, and responsive design. I integrate motion graphics to enhance digital storytelling, focusing on simple and user-centered solutions.

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About 03

WORK EXPERIENCE

UI/UX Designer – Freelance Sept 2025 – Dec 2025
Dayles, UAE

Creative Design Intern Mar 2025 – Sept 2025
Wunderlight, Bangalore

EDUCATION

B.Sc. UI/Design & Development 2022 – 2025
Icat Design and Media College - Affiliated to Alagappa University

Senior Secondary Education 2020 – 2022
St. Thomas HSS - Kasaragod, Kerala

Secondary Education 2019 – 2020
MGM Dharam Secondary School - Kasaragod, Kerala

Skills

- UI/UX Design
- Product Design
- User Research
- Prototyping
- Wireframing & Prototyping
- Client/Project Management
- Visual Design & Motion Graphics
- Content Creation & Video Editing
- Problem Solving & Collaboration

Tools

- Design
  Figma, Adobe XD, Illustrator, Photoshop, Painter
- Motion
  After Effects, Premiere Pro, Blender, Rive, Spline
- AI & Productivity Tools
  ChatGPT, MidJourney, Gemgen, Nanbeel, Freepik

Languages

English, Malayalam, Hindi, Tamil, Kannada

UX/UI Projects 04

Project Title
Kartos UX/UI Case Study

Context
Academic Project

Role
UX Research · Interaction Design · UI Design

Overview
A user centered digital platform designed to simplify how vintage vehicle enthusiasts buy, sell, and connect.

Awarded Best Department Project – 2025

View Case study: Kartos UX/UI

UX/UI Projects 05

Problem

Vintage vehicle enthusiasts and owners face difficulty finding a single, reliable platform to buy, sell, rent, and source spare parts. Existing solutions are fragmented, lack trust and transparency, and provide poor usability, making it difficult for users to connect, transact, and share their passion efficiently.

Design Goal

To design a unified, user centered digital platform that simplifies transactions, enables community interaction, and improves accessibility for vintage vehicle owners and enthusiasts through clear navigation, structured information, and intuitive interaction design.

Awarded Best Department Project – 2025

View Case study: Kartos UX/UI

UX/UI Projects 06

Key Solution

Kartos is a unified digital platform designed to support buying, selling, renting, spare parts access, and community interaction for vintage vehicle enthusiasts. The solution prioritizes clear structure, simple navigation, and consistent interaction patterns to reduce complexity and improve usability

Outcome

The final design delivers a cohesive experience that balances marketplace functionality with community engagement. The project was awarded Best Department Project - 2025 at the academic graduation showcase, recognizing its user-centered approach and overall design quality.

Awarded Best Department Project – 2025

View Case study: Kartos UX/UI

UX/UI Projects 07

Project Title
Rail Gadi UX/UI Case Study

Context
Academic Project

Role
UX Research · Interaction Design · UI Design

Overview
A usability focused redesign of the Indian railway ticket booking experience aimed at simplifying complex workflows and improving information clarity under a single-color design constraint.

View Case study: Rail Gadi UX/UI

UX/UI Projects 08

Problem

The existing railway booking system presents users with dense information, complex navigation, and inconsistent interaction patterns. These issues increase cognitive load, cause confusion during time sensitive bookings, and negatively impact overall user experience.

Design Goal

To redesign the booking experience with a clear information hierarchy, simplified user flows, and intuitive interactions that help users search, select, and book tickets with confidence and efficiency.

View Case study: Rail Gadi UX/UI

UX/UI Projects 09

Key Solution

Rail Gadi simplifies the booking process by restructuring information into clearly defined interaction steps, and guiding users through clear, predictable interaction flows. The design prioritizes usability and accessibility, ensuring essential information is presented clearly during time sensitive booking tasks

Outcome

The final design demonstrates how constraint-based interaction design can improve clarity and efficiency in a large scale public service system. This project strengthened my ability to design within strict limitations while maintaining a user-centered approach.

View Case study: Rail Gadi UX/UI

Experience Design Project 10

Project Title
Elor Coffee Plantation Experience

Context
Experience Design Exploration

Role
Experience Design · Visual Direction · Storytelling

Overview
Elor explores a coffee plantation experience where visitors can witness live harvesting, engage with traditional coffee-making practices, and purchase coffee directly from its source.

Concept Exploration

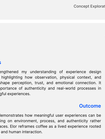
Experience Design Project 11

Experience Perspective

Elor focuses on designing a direct, interactive experience where visitors can witness live harvesting, engage with traditional coffee-making practices, and connect with the origin of the product through physical presence and interaction.

Design Approach

The intent was to explore how spatial experience, real-world processes, and authenticity can shape user perception, trust, and emotional connection without relying on digital interfaces.



Concept Exploration

Experience Design Project 12

Key Learnings

This project strengthened my understanding of experience design beyond screens, highlighting how observation, physical context, and environmental cues influence behavior and emotional connection. It reinforced the importance of authenticity and real-world processes in designing meaningful experiences.

Outcome

This exploration demonstrates how meaningful user experiences can be created by focusing on environment, process, and authenticity rather than digital interfaces. Elor reframes coffee as a lived experience rooted in place, tradition, and human interaction.

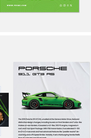
Concept Exploration

Graphic Projects 13

Graphic Works

A curated set of graphic design explorations focusing on visual hierarchy, typography, and composition. The work spans experiments across digital and print formats. These works experiment with contrast, scale, and color to communicate ideas clearly while maintaining a visual balance and simplicity.

The projects include poster design, editorial-style layouts, digital visuals, and packaging-inspired compositions, combining original photography and conceptual imagery.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