

Karan Singh Bhatoa

Product Designer · UX/UI Design

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ABOUT

Good design doesn't shout — it guides. I'm a UX/UI and product designer who loves the full process: understanding the people behind a problem, then working through research, wireframes, interaction design, and visual polish until the experience feels natural and effortless. My portfolio spans mobile apps and responsive web across personal finance, home décor, and task management. I work in Figma and care deeply about the details — not just how something looks, but how it feels to move through.

SKILLS & TOOLS

Design	UX/UI Design, Product Design, Interaction Design, Design Systems, Wireframing, Prototyping
Research	UX Research, Usability Testing, Empathy Mapping, Design Thinking
Tools	Figma, Adobe Photoshop

PORTFOLIO PROJECTS

Casa Palette — Home Décor Shopping App

Self-Initiated Portfolio Project · Product Designer · Mobile App & Desktop Web · 2024

- Designed the full product end-to-end — user flows, wireframes, component library, and high-fidelity Figma prototypes for both mobile and desktop.
- Built a category-first architecture (tables, sofas, beds, lamps, mirrors) with customizable filters to solve product discoverability and reduce steps to purchase.
- Added a personalized inspiration section to elevate the browsing experience beyond a standard e-commerce pattern.

Budget Compass — Personal Finance Tracker

Self-Initiated Portfolio Project · Product Designer · Mobile App · 2024

- Owned end-to-end UX for a budget tracking app — from defining the core user problem (financial overwhelm) to a clean, actionable interface for budget creation and spend monitoring.
- Structured the information architecture to surface spending patterns at a glance, reducing cognitive load for users who don't naturally think in spreadsheets.
- Applied inclusive design principles to keep the experience accessible to a broad audience without sacrificing depth for power users.

Track Ease — Task & Workflow Management

Self-Initiated Portfolio Project · Product Designer · Mobile App · 2024

- Designed a task management platform focused on reducing user error — simplified input fields, introduced inline validation, and restructured navigation to match real user mental models.
- Redesigning the shipment calculation flow to cut time-on-task through fewer steps, clearer labels, and a progress model that keeps users oriented.
- Applied design thinking end-to-end: empathy mapping, problem definition, ideation, and prototype testing before committing to final UI.

SNS — Sports News & Score App

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- Designed a seamless digital platform combining real-time sports scores with comprehensive news coverage in a visually engaging, easy-to-navigate interface.
 - Focused on information hierarchy to surface the most relevant content first, reducing the effort required to follow multiple sports simultaneously.
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EDUCATION

Computer System Technician — Networking

St. Clair College · September 2018 – May 2020

CERTIFICATIONS

Figma UI UX Design Essentials Udemy · 2023

Foundations of User Experience (UX) Design Coursera · 2023

Build Wireframes and Low-Fidelity Prototypes Coursera · 2023

Start the UX Design Process: Empathize, Define, and Ideate Coursera · 2024

Create High-Fidelity Designs and Prototypes in Figma Coursera · 2024

Conduct UX Research and Test Early Concepts Coursera · 2024