Utsav Ghimire



Junior Product designer

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Profile

Creative Product Designer with a background in graphic design and visual communication. Skilled in UI/UX design, wireframing, prototyping and Figma. Passionate about combining visual creativity with user0centered thinking to transform ideas into intuitive, functional and visually engaging digital products.

Experience

Product designer, Nepsof Enterprise pvt.ltd. Jul 2026 – Present

Nepsof Enterprise is a software solutions company focused on developing and providing digital products and business management solutions. It helps businesses streamline operations, improve efficiency, and enhance their digital presence through practical software solutions.

- Designed intuitive and user-friendly interfaces for web and digital products.
- Created wireframes, prototypes, and high-fidelity UI designs using Figma.
- Applied Auto Layout and reusable components to maintain design consistency.
- Collaborated with the team to improve usability and overall user experience.
- Translated product requirements into functional and visually appealing design solutions.

Graphic Lead, BCA-Association, Mechi Multiple Campus Jan 2025 – Sep 2026

Worked with the BCA Association of Mechi Multiple Campus, initially as a Graphic Designer and later promoted to Graphics Lead, contributing to the association's visual identity and event promotions.

- Designed event posters promotional graphics, and digital content.
- Contributed to the association's visual identity and branding.
- Promoted to Graphics Lead after serving as a designer.
- Led the graphics team for 9 months and coordinated design tasks.
- Maintained visual consistency across association materials.

Skills · Visual Design and Design Principles, Brand Identity

Projects

Inventory Management System Jun 2026 – Jul 2026

- Explored inventory management workflows.
- Worked on dashboard layouts and data tables.
- Focused on presenting complex information clearly.
- Explored reusable interface patterns and navigation.

Skills · UI/UX design, Wireframing and prototyping, User Research, Brand Identity, Visual Design and Design Principles, Figma and Auto Layout

NexusStore Aug 2026 – Sep 2026

- Explored e-commerce shopping and checkout workflows.
- Worked on product discovery and user-facing interfaces.
- Considered administrative dashboards and business analytics.
- Focused on creating a smooth shopping experience.

Skills · UI/UX design, Wireframing and prototyping, User Research, Visual Design and Design Principles, Figma and Auto Layout, Brand Identity

Bodh Sep 2026 – Present

- Developed the product's visual direction and branding.
- Explored and designed a logo combining the English letter B and Nepali letter ब.
- Worked on dashboard and platform interface concepts.
- Explored light and dark mode design.
- Focused on accessible and intuitive educational experiences.

Skills · UI/UX design, Wireframing and prototyping, User Research, Figma and Auto Layout, Visual Design and Design Principles

Schoolhub - School Management System Jul 2026 – Nov 2026

- Role: Product designer / UI/UX designer
- • Designed the landing page and product interface.
- • Focused on dashboard layout and data visualization.
- • Worked on clear navigation and user-friendly workflows.
- • Developed a clean visual direction with green accents.

Skills · UI/UX design, Wireframing and prototyping, User Research, Visual Design and Design Principles, Figma and Auto Layout, Brand Identity

Stayora Oct 2026

- Worked on the overall product structure and user experience.
- Planned booking and reservation workflows.
- Explored hotel administration and management dashboards.
- Focused on usability, scalability, and modern interface design.

Skills · UI/UX design, Wireframing and prototyping, User Research, Figma and Auto Layout, Visual Design and Design Principles, Brand Identity

Sajilo Palika Sep 2026 – Oct 2026

- Explored user-centered solutions for digitizing local government services.
- Worked on the product's information architecture and interface structure.
- Designed dashboard concepts for municipal administration.
- Explored navigation and layouts for accessing civic information and services.
- Focused on simplifying public-service interactions through intuitive UI/UX.
- Established a clean and consistent visual design direction.
- Considered usability and accessibility for diverse users.

Skills · Visual Design and Design Principles, Brand Identity, User Research, Wireframing and prototyping, UI/UX design, Figma and Auto Layout

Skills

UI/UX design · Wireframing and prototyping · User Research · Visual Design and Design Principles · Figma and Auto Layout · Brand Identity · Basic Full Stack Development

Languages

English: Intermediate (B1) · Nepali: Native · Hindi: Intermediate (B1)