

Naman Jain

Visual + Interaction Designer

Bergamo, Italy | hello@namandoes.com | namandoes.com | linkedin.com/in/namandoes | be.net/namandoes

- Open to full-time roles. Relocation anywhere in Europe, or remote. Requires visa sponsorship.

[SUMMARY]

Visual and interaction designer with over two and a half years of studio experience designing websites, design systems and UI animation for RegTech, healthcare, data, education, hospitality and real estate clients, followed by the Interaction Design Programme at CIID. I work from UI and UX design to interaction prototyping, AI experience design, generative UI and tangible interfaces, and I care as much about how something behaves as how it looks.

[EXPERIENCE]

NH1 Design

Jan 2023 – Aug 2025

Junior Graphic Designer

Credited as Designer on client projects, working with the founder and creative director, a design director and a motion designer.

- Designed responsive websites and landing pages for seven clients: Zenwork (RegTech SaaS), Fresh Gravity (data), Red Health (healthcare), Tetr College of Business (education), Space 2 Grow (social impact), Tansen (hospitality) and Keystone Seasons (real estate).
- Designed web design systems for Zenwork, Space 2 Grow, Fresh Gravity and Tetr: colour-coded sub-products, card and icon hierarchies and grid-based components that stay consistent across desktop, tablet and mobile.
- Structured complex content into clear information architecture and user flows: industry solution cards, colour-coded product tabs, news filtered by sub-product and testimonials grouped by business size.
- Designed UI animation and micro-interactions (animated illustrations, hover reveals, section-by-section reveals) with the studio's motion designer; contributed to communication and social media design for Zenwork and Space 2 Grow.
- Earlier studio work: logo and brand colours for Adani Belrosa, a generative AI visual system and collateral for Adani Lushlands, packaging concepts for Bingo! Hashtag chips, and a concept route for Jayabheri The Pinnacle that was shortlisted and presented to the client.

[EDUCATION]

Copenhagen Institute of Interaction Design (CIID)

2025 – 2026

Interaction Design Programme

- **Attune**, graduation project (individual, 2 months): an AI-powered photography learning system linking a Creative Studio with a physical Practice Camera. Five prototypes moved guidance into the live viewfinder and led to a generative UI in which the response shapes the interface. Concept, UI design, prototyping, presentation, documentation.
- **Cadence** (individual, 2 weeks): a mobile app concept for iPhone that layers energy patterns from Apple Health over an existing calendar; onboarding and suggestion-first scheduling that never moves anything automatically.
- Group projects: Sketch Tales (storytelling lamp; Arduino, computer vision, Claude, ElevenLabs), Mix A Pixel (physical computing), Peak Partners (service design), The Byte Room and E-M-O (immersive experiences).

University of Petroleum and Energy Studies (UPES), Dehradun

2019 – 2023

Bachelor of Design, Visual and Communication Design

[SKILLS]

Design: Visual design, UI design, UX design, interaction design, product design, web design, responsive design, design systems, information architecture, user flows, typography, layout and grid systems, art direction, branding and visual identity

Interaction and prototyping: Interaction prototyping, UI animation, micro-interactions, AI experience design, generative UI, tangible interaction, physical computing, hardware prototyping, service design

Research and communication: Design research, user interviews, concept development, experience mapping, prototype testing, storytelling and presentation

Tools: Figma, Framer, Adobe Illustrator, Photoshop, After Effects, InDesign, Firefly, TouchDesigner, Arduino, ESP32, Raspberry Pi, AI-assisted prototyping (Claude Code, Cursor, Codex, ChatGPT), GitHub, Midjourney, Runway, Higgsfield

[LANGUAGES]

English (fluent), Hindi (native)