Shivam Patel

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Portfolio| github.com/Emperor21s

PROFESSIONAL SUMMARY

Creative and detail-oriented UI/UX Developer with experience designing and implementing user-centered web interfaces. Skilled in Figma, wireframing, prototyping, accessibility, and responsive front-end development using HTML, CSS, JavaScript, and React. Comfortable working with design systems and collaborating closely with developers and stakeholders to turn complex requirements into simple, intuitive user experiences.

CORE SKILLS

- **UX Design:** User flows, wireframes, high-fidelity mock-ups, interactive prototypes, information architecture
- **UI Development:** HTML5, CSS3, JavaScript (ES6+), ReactJS, responsive layouts, grid/Flexbox
- **Tools & Systems:** Figma, Miro, Ontario Design System (ODS), Design Systems (components, patterns), Slack, Azure DevOps
- **Research & Accessibility:** Usability testing, heuristic evaluation, accessibility best practices (WCAG/AODA), user feedback analysis
- **Collaboration:** Design-to-development handoff, working with engineers & PMs, Agile/Scrum ceremonies, presenting design decisions

PROFESSIONAL EXPERIENCE

Freelance UX/UI Designer IT Support – Kardia Repairs & Installation (Whirlpool Partner) *Hamilton, ON (Feb 2025 – Present)*

- Leading the UX design of a customer booking website from concept to prototype: created user flows, low-fidelity wireframes, and high-fidelity Figma designs for desktop and mobile.
- Built interactive prototypes to validate the booking experience and used informal usability testing with staff/customers to identify friction points and iterate on the design.
- Collaborating with a small development team to implement designs using modern front-end practices (semantic HTML, responsive CSS, and React components), ensuring accessibility and visual consistency.

Junior UX Designer (Co-op)- Ministry of Transportation, St Catharines, ON (May 2023 – Aug 2023)

- Redesigned legacy web forms into modern, accessible interfaces using the Ontario Design System (ODS), improving clarity, reducing cognitive load, and supporting mobile users.
- Produced detailed Figma prototypes, component specifications, and design documentation to support front-end developers and maintain a consistent design language across pages.
- Conducted usability testing and accessibility checks, then iterated on UI patterns to address issues (field labels, error states, contrast) and support WCAG 2.1/AODA compliance.
- Collaborated in an Agile environment using Azure DevOps to manage design tasks, align with user stories, and present work regularly to stakeholders.

Additional Experience-IT Support Officer (Tier 2)
Ontario Ministry of Public and Business Service Delivery, *Guelph, ON (May 2023 – Aug2023)*

- Provided end-user support that strengthened empathy, communication, and problem-solving skills used daily in UX work.
- Documented common issues and solutions, reinforcing the importance of clear guidance and well-structured information for users.

PROJECTS

E-Commerce Web Application (Capstone Project): UX & Front-end Focus

- Led UI/UX design for a full-stack e-commerce site, defining navigation structure and page layouts (home, product listing, product detail, cart, checkout).
- Created Figma prototypes and worked with the team to implement designs in React, focusing on responsive behavior, clear visual hierarchy, and a frictionless checkout flow

Hamilton City Magazine Event Platform: UX for Client's Site

- Designed a mobile-responsive event discovery experience for Hamilton City Magazine, from initial sketches to final UI.
- Defined user journeys (discover events, filter by category/date, view details) and prepared wireframes and high-fidelity mockups in Figma.
- Collaborated with developers integrating a Flask backend and WordPress front-end, ensuring the final interface matched design intent and remained practical for the client to maintain.

EDUCATION

Mohawk College – Advanced Diploma, Software Development (Honors), Hamilton, ON (*Sep 2020 – Apr 2024)*
Relevant focus: Relevant focus: UI/UX fundamentals, web design, human-computer interaction, accessibility, software project work.