

Sagar Nayee

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EDUCATION

Middle Tennessee State University

Graduation: December 2021

Bachelor of Science, Major: Interactive Media, Minor: Mass Communications

Pellissippi State Community College

Graduation: December 2019

Associate of Applied Science, Major: Web Design

SKILLS

◇ **Applications:** Figma, Canva, Photoshop, Illustrator, InDesign, Dreamweaver, and wordpress.

◇ **Programming Languages:** HTML, CSS & Bootstrap

EXPERIENCE

Database Admin & Graphic Designer, Ocean Spa Covers

2022 - Present

◇ Designed and implemented a **custom database solution to streamline inventory** management, improving efficiency and reducing errors.

◇ Boosted productivity by **20%** by providing a user-friendly database interface, resulting in fewer operational issues and a noticeable increase in sales.

◇ Supported technical teams with detailed creative briefs to ensure marketing objectives were met.

UX/UI Developer, Pawket Vets

September 2022 - October 2022

◇ Created wireframes, prototypes, and **high-fidelity mockups using Figma**, ensuring designs met technical feasibility and business objectives.

◇ Utilized front-end technologies (**HTML, CSS, Bootstrap**) to bring the designs to life, delivering a visually appealing and user-friendly interface that exceeded client expectations.

◇ Created mobile-first, responsive web designs for clients in the retail and technology industries.

Maintained and evolved a cohesive design system, promoting platform consistency and strengthening brand identity.

UX/UI Designer, DalO Systems

January 2021 - December 2021

◇ Designed an **interactive SaaS dashboard**, improving task completion rates by **50%**.

◇ Led usability testing and user research, refining designs to enhance user efficiency by **30%**.

◇ Collaborated with product managers and engineers to ensure seamless implementation of designs.

PROJECTS

User Experience + Interface Designer, Former AI Reality Labs

January 2025 - Present

◇ Communicate with the community, CEOs, and owners. Have weekly meetings about projected growth and updates.

◇ Designed Wireframes, showcased them in weekly meetings, and shared them on the platform to obtain user feedback.

Personal Project, Strexia

January 2021 - December 2021

◇ Designed a mental health app for healthcare workers and the general public, handling research, wireframing, prototyping, and presentation.

◇ Created a gamified meditation app where users earn “honey droplets” to feed virtual beehives—designed to reduce stress after researching burnout during COVID-19.

ACTIVITIES AND LEADERSHIP POSITIONS

Member, National Society of Leadership and Success (NSLS), Member, Gamma Beta Phi Honor Society, Member, Students for Environmental Action Club, AR/VR Club - Unity Designer, Volunteer, Humane Society – 3 years, Travel

Photographer - Documenting cultures and landscapes around the world!