

Sagnik Mukherjee

UI/UX Designer | Graphic Designer

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ABOUT ME

I am a fourth-year Graphic Design student at MIT Institute of Design, Pune, with three years of Branding, UX Design, Typography and Packaging Design experience for event, B2B and tech clients. I am a hungry learner who designs beyond just pixels and looks to create meaningful and valuable experiences. I practise adaptability, having the ability to fit into any team and pick up new tools on the go.

WORK EXPERIENCE

Visual Design Intern at CAB Experiences

May 2026 - Jul 2026 | Bengaluru, India | On-site

- Designed brand guidelines for live large-scale events
- Assisted in shipping print-ready files for live events
- Designed accurate mockups for live event branding collateral
- Coordinated across teams on multiple projects, maintaining quality under tight deadlines

Graphic Designer Intern at KNN Calcutta

Jun 2025 - Jul 2025 | Kolkata, India | On-site

- Created fashion season collection logos and brand merchandise
- Shot, edited and colour-graded video for short-form social content
- Produced background visuals for content shoots and fashion campaigns
- Edited fashion shoot photography for social media, lifting engagement up to 20%

Graphic Design Intern at Cacaobleu LLP

Jun 2024 - Jul 2024 | Mumbai, India | Remote

- Ideated and created packaging structures across the brand's product range
- Reimagined and redesigned packaging across multiple product lines
- Designed buffet menus and seminar presentations

Graphic Designer at PlayKar Digital

Oct 2023 - Feb 2024 | India | Remote

- Created social media visuals that lifted engagement by around 20%
- Designed print-ready graphics for apparel

EDUCATION

MIT Institute of Design

Bachelor of Design (B.Des.), Graphic Design | CGPA: 7.33 | 2023 - 2027

South Point High School, Kolkata

Senior Secondary (Class 12), CBSE, 86% | 2023

SKILLS

User Research, User Interviews, Usability Testing, Heuristic Evaluation, Competitive Analysis, Personas, User Journey Mapping, Empathy Mapping, Design Thinking, User-Centered Design, Problem Definition, Product Design, UI/UX Design, UI Design, Interaction Design, Information Architecture, User Flows, Task Flows, Wireframing, Prototyping, Interactive Prototypes, Lo-fi and Hi-fi Prototyping, Design Systems, Component Libraries, Responsive Design, Mobile App Design, Web Design, AI-assisted Prototyping, Graphic Design, Visual Design, Brand Design, Brand Identity, Visual Identity, Branding, Logo Design, Typography, Layout Design, Colour Theory, Grid Systems, Brand Guidelines, Art Direction, Campaign Design, Social Media Design, Print Design, Packaging Design, Publication Design, Cross-functional Collaboration, Design Critique, Figma, FigJam, Framer, Miro, Notion, Adobe Creative Cloud, Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe After Effects, Adobe Premiere Pro, Adobe Lightroom, Blender, TouchDesigner, Canva, ChatGPT, Claude, Gemini, Cursor

CERTIFICATIONS

Foundations of User Experience (UX) Design | Google (2026)

Start the UX Design Process: Empathize, Define & Ideate | Google (2026)