

JOHN ANTONY

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PROFILE

UI/UX Designer who takes products from problem framing through to production ready UI. Currently design owner for three products inside a US logistics platform, two mobile apps and a B2B web portal covering user research, flows, design systems, and high-fidelity prototypes in Figma. Comfortable designing complex, regulated domains where the interface must make dense operational data legible briefly. Uses AI tools to compress ideation and iteration cycles without outsourcing design judgement.

SKILLS

Design Tools: Figma, Adobe XD, Adobe Photoshop, Adobe Illustrator, Canva, InVision

UX/Design Process: Design Thinking, User Research, Wireframing, Prototyping, Usability Testing, User Flows, Information Architecture, Interaction Design

UI/Visual Design: Typography, Color Theory, Layout Design, Visual Hierarchy, Responsive Design, Brand Guidelines, Consistency in Design Elements

Design Systems & Collaboration: Figma Variables & Design Tokens, Component Libraries, Semantic Color Systems, Design Documentation, Developer Handoff, Competitive Analysis, Personas

AI & Automation Tools: Claude, ChatGPT, Nano Banana, Stitch, Canva AI, Lovable, Bolt, Cursor

EXPERIENCE

UI/UX Design Intern – Big Wings LLC | *Figma*

May 2026 - Present

Bengaluru, India · US-based Logistics Tech

Design owner for three products, a fleet maintenance platform: a B2B repair shop web portal, a repair shop mobile app, and a carrier mobile app — each owned end to end from user flow to production ready UI.

Repair Shop Portal — B2B Web (Desktop)

- Designed the portal used by shop managers running multi location repair operations, covering **10 modules** from user flow to high fidelity UI, including a multi shop location switcher that lets a manager move between garages without losing context.
- Shipped the **Incoming Requests** pipeline as a 7-screen navigable prototype (Request List → Request Detail → Assign Technician → Work Order Generated → Rejection Reason with SMS preview), turning an ad hoc phone and email intake process into one traceable path with no dead ends.
- Ran a competitive teardown of Fleetio, Fullbay, Truckdown and GPTransco, then designed **five differentiating features with no competitor equivalent** — Live Bay Intelligence heatmap, predictive parts prestaging AI priority queue, Service Health Score, and a 7-day demand forecast — and defended each in a research brief to leadership.
- Designed the **Teams and Capacity** module (5 screens), replacing guesswork scheduling with workload rings, live bay status, request vs capacity matching, and certification expiry alerts that surface compliance risk before it blocks a job.
- Authored a **KPI recommendation document** delivered to the VP and a 14-slide persona deck covering all 12 Big Garage user types, giving product and engineering a shared reference for who every screen is built for.

Repair Shop App — Mobile

- Owned the full **Repair Shop flow** for independent garage owners onboarding, four core tabs (Dashboard, Requests, Workshop, Shop) and the operational flows the business runs on: Staff & Payroll, Earnings, Inventory, and mechanic management.
- Set a navigation depth convention hero header on tab landings, plain top bar on every drill down, so users always know how deep they are in the hierarchy, removing the back navigation confusion found in early reviews.
- Placed AI where it removes a decision rather than adds a feature: a mechanic suggestion card that matches incoming jobs to available skill, a daily brief with inline warnings in Workshop, and insight chips on Earnings guidance surfaced at the moment of the decision instead of buried in a separate assistant screen.
- Built the **Figma variable architecture** behind the mobile products a Primitives collection of raw values aliased into a Semantics layer, with components bound to semantic tokens only so a full theme changes re skins the app without editing a single component.

Carrier App — Mobile

- Owned end to end UX for the **Carrier flow**, built for fleet operators who previously managed drivers and vehicles across fragmented tools and paperwork, designing onboarding, driver management, fleet health, and emergency response.

- Solved the cold start problem with a 3-step onboarding flow (Company Profile → Fleet Size → Vehicle Details) that collects critical fleet data progressively, paired with an Add Driver flow built on **FMCSA CDL compliant fields** so credential verification lives in the app instead of a filing cabinet.
- Eliminated blind spots in fleet oversight with a **Fleet Health dashboard** and individual Truck/Trailer detail screens that unify vehicle status, maintenance signals, and assignment data into the single view carriers never had.
- Established the app's dark mode design system primary action color, full background and typography hierarchy, and semantic status colors (success, warning, danger, info) cutting repeat design decisions in later sprints.

PROJECTS

ArtLens - Art History Gallery Companion App | *UX/UI Case Study* | Figma [View Prototype](#)

- Led end-to-end UX process from research to high fidelity prototype screens across two user flows (Professor and Student), meeting real world UI best practices throughout
- Conducted 5 participant moderated usability study with university professors and design students; produced affinity diagrams, pattern identification, and insight statements to drive design decisions
- Designed research backed features including a tappable movement tag system, in gallery artwork scan, and a teacher collection export flow with offline support incorporating complex functionality into a clean, usable interface

TurfEase - Turf Booking Application | *UX/UI Case Study* | Figma [View Prototype](#)

- Designed end to end booking flow for a sports turf booking app, from landing and turf discovery through slot selection to booking confirmation across 6+ screens
- Built an interactive Figma prototype with slot conflict handling and booking cancellation flows, with smooth screen transitions throughout

SkillSwap - Skill Exchange Platform | *UI/UX Design* | Figma [View Design](#)

- Designed an end to end web application prototype for a peer-to-peer skill exchange platform, covering onboarding, skill discovery, user profiles, messaging, and dashboard workflows
- Built an interactive prototype showcasing how users discover, connect, and exchange skills through a seamless skill sharing experience.

CERTIFICATIONS

Google UX Design Certificate | Coursera, 2025 | [View Certificate](#)

EDUCATION

Bachelor of Computer Applications (BCA)

2025

St. Joseph's University, Bengaluru

LANGUAGES

English (Fluent) · Tamil · Hindi · Kannada