

# SHISHIR ACHARYA

Kathmandu, Nepal • shishiracharya35@gmail.com • +977 9846119219 • [Linkedin](#)

**Product designer** focused on creating simple, useful, and human-centered experiences. Experienced in designing apps and websites across industries and cultures. Believes thoughtful design starts with listening and learning, and is always exploring new ways to improve everyday experiences.

## PROFESSIONAL EXPERIENCE

**Product Designer** • [FoneNXT Pvt. Ltd.](#)

SEPT 2023 - PRESENT

- Collaborated with product owners, engineers, and the design team to build and maintain a design system, improving consistency and ease of use across the app.
- Helped add small, playful micro-interactions throughout the app to make it more engaging. We've received positive feedback from users who appreciated these thoughtful touches.
- Created clear and simple design guides to support the development team during handoffs. These guides help keep the visual style consistent and make sure the final product matches the design vision.
- Collaborated with the AI team and mobile engineers to design a Smart Budget proof-of-concept (POC) using AI features — which is LIVE on the OrangeNXT app.

**UI/UX Designer** • [Skybase Innovations Pvt.Ltd](#)

NOV 2022 - JUN 2023

- Designed websites and systems for schools, restaurants, and consultancy firms.
- Worked on a point-of-sale system to make order management easier and clearer.
- Helped create a style guide and design system that made project workflows smoother and more consistent.

**UI/UX Design Intern** • [Skybase Innovations Pvt.Ltd](#)

SEPT 2022 - NOV 2022

- Learned about user-focused design and worked on a school management app to improve the experience for students and teachers.
- Practiced designing wireframes, UI layouts, and basic prototypes.

**Freelance Designer** • Self Employed

FEB 2020 - PRESENT (REMOTE)

- Worked on mobile and web applications for clients from various countries and industries.
- Designed clean and easy-to-use interfaces, adapting to different working styles and project goals.
- Every project has been a learning experience—working with teams from different parts of the world has brought fresh ideas and new perspectives.

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## EDUCATION

**BSc (Hons) in Computing** • [Informatics College Pokhara \(London Metropolitan University\)](#)

2021 - 2023

**+2 Management** • [Motherland Secondary School](#)

2019 - 2020

## VOLUNTEERING

**Media Lead** • [Friends of Figma, Kathmandu](#)

JUNE 2025 - PRESENT

## TOOLS AND SKILLS

Figma, Photoshop, DaVinci Resolve, Design Systems, Prototyping, Wireframing, Visual Design, User Research, Team Collaboration

## SKILLS IN PRACTICE

User-Centered Thinking, User Flows, Wireframing, Prototyping, UX Research, Design Handoff & Collaboration, Typography, Layout, Interaction Design, Problem Solving Through UI, Feedback & Iteration.

## WORKSHOPS AND LEARNING

- Led a beginner-level design workshop at Informatics College Pokhara, teaching over 100+ students how to use Figma and prototype simple apps.
- I enjoy helping others learn and grow, and I believe teaching is also one of the best ways to keep learning myself.

## LANGUAGES

Nepali (native) • English (professional) • Hindi (conversational)



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