

ESHA BHOYROO

UI/UX Designer

PERSONAL STATEMENT

UI/UX Designer with a strong technical foundation (BSc + MSc in Computer Science) and 7 years of experience as a Software Test Analyst, now specialising in designing accessible, scalable, and user-centred digital interfaces.

I combine design craft with deep systems thinking - creating visual solutions that are aesthetically refined, inclusive, technically feasible, and grounded in user insight.

Experienced in design systems, accessibility (WCAG 2.2), prototyping, and cross-functional collaboration within Agile teams. Passionate about elevating complex public-sector workflows into intuitive, inclusive products.

Portfolio: www.eshaa.uk

CONTACT



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ESHAA.UK



South East London

KEY SKILLS

Core Design Skills

- UI/UX Design
- Interaction Design
- Visual Design
- Accessibility (WCAG 2.2)
- Design Systems (tokens, components, variants)
- Prototyping (Figma, FigJam, Framer)
- UX flows, Videos

Technical Skills

- HTML/CSS
- JavaScript
- Agile / Scrum (Certified)
- UX Research
- Usability Testing

Tools

- Figma (Certified)
- Procreate
- Framer
- Adobe XD
- Snagit
- Canva
- Miro

Testing Background

- JIRA
- API Testing
- Automation Testing (Selenium, Cypress)

EDUCATION

- **King's College London, University of London (2014)**
Master's (M.Sc.) Computing, IT Law and Management - 2.1
- **Queen Mary, University of London (2009 - 2012)**
Bachelor's (B.Sc.) Computer Science - 2.1

WORK EXPERIENCE

OLM SYSTEMS

Junior UI/UX Designer (Jan 2024 – Current)

- Designed end-to-end interfaces for finance and case-management tools, improving clarity and reducing user friction across complex public-sector workflows.
- Built a scalable design system in Figma (variables, tokens, pixel perfect components, variants), increasing team consistency and reducing redesign time.
- Delivered polished, high-fidelity UI and interactive prototypes, videos supporting engineers and product managers across multiple Agile sprints.
- Applied WCAG accessibility standards (contrast, type scales, touch targets), elevating usability for diverse and vulnerable user groups.
- Conducted user research and usability testing, iterating designs based on behavioural insights and stakeholder feedback.
- Created company-wide branded assets (icons, email templates, Teams backgrounds, illustrations) used across internal and external touchpoints.
- Audited and rebuilt legacy UI using atomic design principles, improving scalability and visual consistency across apps.
- Collaborated with cross-functional teams (PMs, developers, technical writers) to define requirements, refine flows, and ensure smooth delivery.

Software Test Analyst (Oct 2016 – Jan 2024)

- Led functional, integration, API, and data-migration testing for large public-sector systems (CareFirst, Eclipse, Troubled Families), ensuring visual consistency and system integrity.
- Ensured data integrity and system stability across high-risk migrations and complex SQL-driven reporting workflows.
- Investigated and resolved customer issues, improving product reliability and user confidence.
- Supported automation testing and optimised test scripts to reduce manual testing effort.
- Collaborated with developers, BAs, and PMs in Agile/Scrum environments to deliver high-quality releases.

CERTIFICATIONS

- **UX/UI Design Course by Memorisely** - Current
- **Ultimate Figma Masterclass 2 by Designership** – Current
- **How To Design for Accessibility: for UX Designers (WCAG 2.2) Udemy** – 06/02/2025
- **Ultimate Figma Masterclass by Designership** – 19/03/2024
- **Professional Scrum Master Certification I (PSM I)** - 19/04/2023
- **Professional Scrum Master Certification II (PSM II)** - 25/03/2023
- **Certified Tester, Foundation Level (ISTBQ CTFL)** - 25/01/2023