

Prince Kukreja

Design Engineer

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ABOUT

Design engineer working across UI design and frontend. I build component libraries and design systems and ship them in React, Vue, and TypeScript. I've owned products end-to-end in small teams, from Figma through to production, and I care about testing and accessibility. I use AI tools daily in my workflow. Currently studying MA Digital Media Design at Birkbeck.

WORK EXPERIENCE

GetSociable

UX Design Placement · London, UK · Jul 2026 - Sep 2026

- Ran a full UX audit of a live consumer mobile app across onboarding, home feed, discovery, map, itinerary planning, and social features, cross-referenced against existing design documentation and two rounds of user testing.
- Audited an existing Figma design system for consistency gaps and produced prioritised findings for stakeholder review.

SPARK Business Works

Frontend Engineer · Remote · Aug 2020 - Mar 2026

- Led projects end-to-end: client and designer calls, ticket breakdown, technical decisions, delivery, testing, and code review. Mentored junior developers and owned UI decisions on projects without a dedicated designer.

Domain Registrar Portal · Nuxt.js, Tailwind CSS

- Designed and built the shared component library (buttons, forms, modals, tables) the team still works from, standardising UI patterns across 15+ screens.
- Led the rebuild of the admin and user portal off legacy Handlebars and Bootstrap, cutting support tickets caused by UI inconsistencies.

CCPower Fleet Management · Vue 3, Quasar, Pinia, TypeScript, Directus

- Implemented the design system from Figma specs: brand palette, SCSS variables across six opacity scales, and Quasar theme integration, holding visual consistency across every screen.
- Built mobile and desktop as separate rendering layers rather than stretching one layout across both. Desktop got data tables with sorting and multi-field filtering across 1,000+ options, mobile got purpose-built card components.
- Built a role-based access system across six user types, allowing unauthenticated field operators to submit mobile forms while keeping admin workflows secured.
- Implemented paginated infinite scroll with deep-merge state and persisted caching, replacing full re-fetches with local state updates. Covered form composables, merge logic, and Luxon date handling with Vitest.

Legal Operations Tool · React, TypeScript, Material UI

- Shipped a document workflow tool used daily by ~340 staff, saving 3 to 5 hours per person each week. Gathered requirements from legal staff directly and iterated prototypes until it needed no training to operate.

Receiving Module · Angular, Playwright

- Automated manual PO entry for ~1,000 internal users, cutting repetitive data entry and processing errors. Covered critical workflows with Playwright end-to-end tests.

CovidIndia.org

Web Developer · Remote · Feb 2020 - Jul 2020

- Built a real-time COVID-19 data visualisation platform from scratch during the early pandemic, reaching thousands of users across India with national media coverage.

- Designed and built interactive state and district-level dashboards in HighCharts.js, presenting dense epidemiological data in a scannable format and increasing engagement by ~40%.

Scientific Animations

Frontend Developer · Gurgaon, India · Aug 2019 - Jun 2020

- Designed and built interactive colour theory tools for children across iPad and web, plus an internal React CMS for the content team.
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PET PROJECTS

Ichie · ichie-web.vercel.app

Personal networking CRM for tracking connections and follow-ups

- Designed and built end-to-end with Next.js, TypeScript, Supabase, and Tailwind CSS. Supabase handles auth and database.
 - Designed around quick capture rather than heavy data entry, minimising the steps between opening the app and logging a connection. Live with active users.
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DESIGN WORK

London Coffee Roasters · Mobile App Design System

Visual Design module, Birkbeck 2025 · Figma

- Designed a complete design system from scratch: 9-colour palette, 6-style type system, 8pt spacing grid, and a reusable component library, with 3 high-fidelity screens and a responsive desktop adaptation.

Cafe Immersive Experience · Interaction Design and User Research

Designing Interaction module, Birkbeck 2025 · Figma, Miro

- Designed a 360-degree immersive experience focused on spatial interaction. Ran user interviews and synthesised findings through affinity mapping in Miro.
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VOLUNTEERING

Scottish Tech Army · Project Manager, Marmalade Trust Christmas Community

- Leading a volunteer build for a charity tackling loneliness. Coordinating client, designer, and developers, running delivery end-to-end, and contributing to both design and development.
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EDUCATION

MA Digital Media Design · Birkbeck, University of London

Sept 2025 - Sept 2026 · Interaction Design, Visual Design Systems, Digital Design Thinking, Web Development & UX

BTech Computer Science & Engineering · UPES, India

2014 - 2018

SKILLS

Core Technologies: TypeScript, JavaScript (ES6+), React, Next.js, Vue.js, Nuxt.js, HTML5, CSS3

UI & Design Systems: Tailwind CSS, Material UI, Quasar, SCSS, component libraries, design tokens, responsive design, accessibility (WCAG)

Design: Figma, Miro, wireframing, prototyping, interaction design, typography, colour theory, user research

Frameworks & Tools: Pinia, Redux, Vuelidate, Luxon, Vitest, Playwright, REST APIs, Node.js, Supabase, PostgreSQL, Directus CMS, Git, Docker, CI/CD, AI-assisted development (Claude Code, Antigravity)