

Yash Pathak

Stoney Creek, Ontario, Canada

647-722-9676 | yashp121yash@gmail.com | <https://linkedin.com/in/yash-pathak-b9a339274> | <https://razedzn.carrd.co>

SUMMARY

Computer Science student at McMaster University focused on product and UI/UX design. 7+ years of experience across web, SaaS, and high-traffic Roblox experiences. Founder of Astrix Solutions, where I design and build client-facing funnels and automation systems with a focus on usability, clarity, and conversion.

EDUCATION

McMaster University Bachelor of Applied Science in Computer Science	09/2025 - 04/2029
Orchard Park Secondary School High School Diploma, 95% average	09/2021 - 07/2025

EXPERIENCE

Founder and Product Lead - Astrix Solutions	12/2025 - Present
- Co-founded and scaled a product-focused digital agency to \$5,000+ in monthly recurring revenue in 3 months. - Developed high-converting web funnels and CRM-integrated platforms using GoHighLevel, improving lead capture efficiency across client accounts. - Optimized user flows through performance analysis and iterative testing, increasing conversion rates and inbound lead quality.	
Founding Product Designer - GitCloud	11/2025 - 01/2026
- Led UX and information architecture for early-stage SaaS web application, defining onboarding flows and dashboard systems. - Established scalable design systems and component libraries in Figma to standardize cross-platform UI. - Produced interactive prototypes and partnered with engineers in agile development cycles to ship production-ready features.	
UI/UX Designer - Twin Atlas	05/2025 - 08/2025
- Contributed interface systems within award-winning Roblox studio supporting experiences with millions of visits. - Delivered scalable UI frameworks within fast-paced production teams serving large concurrent user bases.	
UI/UX Designer - Rush Interactive — First Post	09/2022 - 12/2024
- Developed scalable UI systems across mobile platforms and web-based gaming environments. - Improved release consistency by building reusable layout and component structures adopted across updates.	
Lead UI/UX Designer - HyperPenguin Games	04/2023 - 09/2023
- Directed UI redesign initiatives enhancing usability and visual hierarchy across live gaming products. - Delivered optimized interface assets for platforms reaching millions of users.	
Freelance UI/UX and Product Designer - Independent	02/2019 - Present
- Delivered 100+ freelance UI/UX, web, branding, and advertising projects over 7 years. - Supported digital platforms and interactive experiences with cumulative audiences in the billions.	

SKILLS

Design Tools: Figma, Adobe Photoshop, Adobe Illustrator, Webflow, Framer, Canva

Product and Web Design: Wireframing, Prototyping, Design Systems, Component Libraries, Information Architecture, Usability Testing, Responsive Design, User Flows

Technical: HTML, CSS, JavaScript

Product Development: Agile, A/B Testing, Product Analytics, User Research