

TechLeap Academy



TECHLEAP ACADEMY
UNLOCK YOUR INTELLECTUAL GRACE

ADVANCED CERTIFICATION PROGRAM IN

UI/UX Developer

Powered by: **TechLeap Academy**



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About us:

TechLeap Academy is an EdTech Platform, offers a diverse range of programs designed to match your ambitions and career goals. Whether you're just starting your journey in technology or looking to upskill, our carefully curated courses provide the perfect blend of theory and hands-on experience. From software development and web technologies to digital marketing, data analytics, and emerging tools, our programs are built with industry demand in mind. Each course is led by experienced mentors who guide you through real-world projects, ensuring you gain the confidence and expertise to succeed.

Program Overview



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Phase-1 (Application & Onboarding)

1.----- Application Submission-----2.----- Application Submission

Phase-2 (Journey Begin)

1.----- Basic Quiz----2.-----Self Analysis Drill

Phase-3 (Let's start mentorship)

- 1.-----Data Science & Analytics (Basic to advance)
- 2.-----LIVE sessions + weekly challenges.
- 3----Guidance of Industry Mentor

Phase-4 (Ready to join the industry)

- 1.-----Live Projects-----2.-----Phase Test-----
- 3.-----Internship Opportunities-----4.-----Career Assistance Session-----5.-----Mock Interviews



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TechLeap Certification

1. -----TechLeap Certification
2. -----3+Industrial Expert Guest Sessions
3. -----3+ Advanced Projects

Tools & skills learnt




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 Figma

 Adobe
Photoshop

 Wireframing

 Visual Design
Principles

 Design Thinking

 Adobe
Illustrator

 HTML5 &
CSS3 Basics

 Usability Testing



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Job Opportunities

Graphic + UI Designer (Hybrid Role)
(₹2.5 to ₹8 Lakhs per annum)

Product Designer
(₹6 to ₹20 Lakh per annum)

Front-End UI Developer
(₹4 to ₹16 lakhs per annum)

UX Designer
(₹4 LPA to ₹15 Lakhs per annum)

Visual Designer
(₹3 to ₹10 Lakhs per annum)

Interaction Designer
(₹4 to ₹14 Lakhs per annum)

UX Researcher / Usability Tester
₹3.5 to ₹12 Lakhs per annum)

UI Designer
(₹3 to ₹10 Lakhs per annum)

Curriculum



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Week 1 – Introduction to UI/UX Development • Difference between UI, UX, and front-end development • Design thinking overview • Roles and responsibilities of a UI/UX developer • Overview of tools & workflows • Practical: Analyze a popular app for its UI and UX strengths/weaknesses.

Week 2 – Understanding Users & Research • User-centered design principles • User research methods (interviews, surveys, observation) • Personas & empathy maps • Defining user goals & pain points • Practical: Create a persona for a hypothetical product.

Week 3 – Information Architecture & User Flows • Site maps and navigation structure • Task analysis & user flows • Card sorting & hierarchy design • Designing for accessibility from the start • Practical: Build a user flow diagram for a sample task.



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Week 4 – Wireframing Fundamentals • Low-fidelity vs. high-fidelity wireframes • Common UI patterns and components • Tools: Figma, Adobe XD, Sketch (overview) • Content-first design approach • Practical: Create low-fidelity wireframes for a key screen.

Week 5 – Visual Design Principles • Typography basics for digital products • Color theory and contrast • Spacing, grids, and alignment • Branding & style guides • Practical: Develop a simple style tile (colors, fonts, buttons).

Week 6 – UI Components & Design Systems. • Components, states, and variations • Design systems and pattern libraries • Atomic design methodology • Documenting components • Practical: Create a small component library in Figma.



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Week 7 – Prototyping & Interaction Design • Creating clickable prototypes • Microinteractions & motion basics • Design for mobile-first vs. desktop-first • Usability heuristics • Practical: Build an interactive prototype of a key flow.

Week 8 – Usability Testing & Iteration • Planning usability tests • Recruiting participants & running tests • Gathering feedback & prioritizing issues • Iterative design cycles • Practical: Conduct a usability test on your prototype and summarize findings.

Week 9 – Accessibility & Inclusive Design • WCAG guidelines overview • Designing for different abilities (vision, mobility, cognitive) • Color contrast & keyboard navigation • Inclusive language and cultural considerations • Practical: Audit your prototype for accessibility issues.

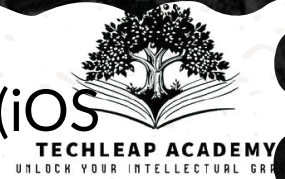


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Week 10 – Introduction to Front-End Development • HTML5 essentials for UI developers • Semantic structure & ARIA roles • CSS fundamentals (flexbox, grid, responsive design) • How design translates to code • Practical: Convert a wireframe into an HTML/CSS layout.

Week 11 – Advanced Front-End UI Techniques • CSS animations & transitions • Using design tokens in CSS • Introduction to JavaScript for interactivity • Accessibility in front-end code • Practical: Add interactions and animations to your HTML/CSS prototype.

Week 12 – Design Handoff & Collaboration • Preparing designs for developers • Tools for handoff: Zeplin, Figma Inspect • Version control basics (Git for designers) • Working in agile teams • Practical: Prepare and share design specs for a sample feature.



Week 13 – UI/UX for Mobile Apps • Mobile OS design guidelines (iOS Human Interface, Android Material Design) • Adaptive layouts and screen densities • Gestures and navigation patterns • Performance considerations • Practical: Design a mobile screen for a core feature of your app.

Week 14 – UX Writing & Microcopy • Writing clear and concise interface text • Error messages, empty states, and onboarding flows • Tone and voice for UI content • Testing copy with users • Practical: Create UX copy for a key user flow (sign-up/login).

Week 15 – Capstone Project Development • Integrate research, wireframes, prototypes, and code • Peer reviews and critiques • Preparing a portfolio presentation • Practical: Assemble your full project into a case study format

Week 16 – Final Presentations & Future Trends • Present and defend your UI/UX project • Career paths & certifications in UI/UX • Emerging trends: DesignOps, AI-driven design, AR/VR UX • Course recap & Q&A; • Practical: Submit and present your final project portfolio.

Recruitment Partners



Code of Conduct

Program Structure: Skill Development Track: We will focus on enhancing skills and knowledge with LIVE sessions from industry mentors.

Certification: Successful completion of the program, including assessments, projects, and attendance, will lead to gaining Completion Certificate and Project Certificate. Internship Certificate will be provided by the company you'll be interning with, if any. Career Track (**Early Career Opportunities**): We will provide opportunities for early career development through internships.

Code of Conduct Class Schedule and Attendance: Regular Classes: Classes will be held two times a week on a consistent schedule. Evening Time Slots: Class timings will be in the evening slot between 6:30 PM - 10:00 PM, and each session will last approximately 1-1.5 hours.

Mandatory Attendance: A minimum of 70% attendance in live classes is required. Certification Criteria: Certifications will only be issued to students who maintain the required attendance.

Contact Us

Course starts:

Classes from first week of the month

Program hours:

50+ learning hours

4+ Industrial Projects

For admissions, contact:

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<https://techleapacademy.com/>