PATHAHEAD · FREE ROADMAP

# Become a UI/UX Designer from Scratch

Design products people love to use — no coding required to start. Go from zero to a portfolio in about five months, built around real design case studies.

| 20 | 5 | 4 | ₹0 |
| --- | --- | --- | --- |
| weeks · ~10–12 hrs/wk | portfolio pieces | phases · to portfolio | free tools only |

A free PathAhead learning resource · adjust the pace to your life — the order matters more than the dates.

THE ONE RULE

# Study → design → get feedback

Design improves through critique, not isolation. Every project below is something you design in Figma, test with real people, and refine. No coding needed.

THE ROADMAP

# Four phases, step by step

## 0 Design Foundations

Weeks 1–4

The visual and UX principles behind good design.

WEEK 1
**Design principles**
Hierarchy, contrast, alignment, balance.

WEEK 2
**Color & typography**
Palettes, type scales, readability.

WEEK 3
**Layout & spacing**
Grids, whitespace, visual rhythm.

WEEK 4
**UX fundamentals**
User-centered thinking, information architecture.

## 1 Tools & Process

Weeks 5–10

Master Figma and the end-to-end design flow.

WEEK 5
**Figma basics**
Frames, shapes, components, auto-layout.

WEEK 6
**Wireframing**
Low-fidelity structure before visuals.

WEEK 7
**Prototyping**
Clickable flows and interactions.

WEEK 8
**Design systems**
Reusable components and design tokens.

WEEK 9
**User research**
Interviews, surveys, personas.

WEEK 10 · PROJECT ▶
**App redesign**
Redesign a real app and justify every choice.

## 2 Applied Design

Weeks 11–16

Design for real platforms and real users.

WEEK 11
**Mobile patterns**
Native iOS/Android conventions.

WEEK 12
**Responsive web**
Designing across screen sizes.

WEEK 13
**Usability testing**
Watch real users, find friction.

WEEK 14
**Accessibility**
Contrast, sizing, inclusive design.

WEEK 15
**Developer handoff**
Specs, assets, and clean delivery.

WEEK 16 · PROJECT ▶
**Full product design**
An end-to-end product from research to UI.

## 3 Portfolio & Career

Weeks 17–20

Package your work to land the job.

WEEK 17
**Case study writing**
Tell the story: problem, process, outcome.

WEEK 18
**Portfolio site**
Present 3 strong pieces cleanly.

WEEK 19
**Critique & iteration**
Refine based on real feedback.

WEEK 20 · CAPSTONE ▶
**Polished portfolio**
Three complete case studies, ready to share.

BUILD A PORTFOLIO

# Five projects that get you hired

Projects beat certificates. Do them in order — each builds on the last. Put every one on GitHub with a clear README: problem → approach → result.

Start here

### 1 · Redesign an App Screen

Pick an app you use and redesign one screen — explain why.

Figma

### 2 · Mobile App Prototype

A clickable multi-screen prototype in Figma.

Systems

### 3 · Design System / UI Kit

Reusable components, colors, and type — like a pro team.

In demand

### 4 · End-to-End Case Study

Research → wireframes → UI → usability test, documented.

Capstone

### 5 · Portfolio with 3 Case Studies

A published portfolio that gets you interviews.

**ROLES YOU CAN APPLY FOR**

UI Designer · UX Designer · Product Designer · UX Researcher

**TYPICAL STARTING SALARY · INDIA**

**₹4–9 LPA**

LEARN IT

# Learning resources

Every item links to the real source (clickable in this PDF).

**BOOKS**

- The Design of Everyday Things by Don Norman
- Do Not Make Me Think by Steve Krug
- Refactoring UI by Adam Wathan and Steve Schoger

**COURSES**

- Google UX Design Certificate by Coursera
- Introduction to User Experience Design by Coursera
- UI UX Design by freeCodeCamp (free)
- Design Rules by NN Group

**YOUTUBE**

- The Futur
- AJ and Smart
- Flux Academy

**PRACTICE**

- Frontend Mentor
- Figma Community
- Daily UI

DO THIS TODAY

# Your first step (takes 30 minutes)

1

**Create a Figma account**

figma.com — the industry-standard design tool, free to start.

2

**Pick an app to redesign**

Choose an app you find frustrating — that's your first project.

3

**Draw one frame**

Recreate one screen in Figma today. You're designing now.

**Job-ready checklist:** 3–5 solid projects on GitHub (≥1 deployed or documented) · can explain your work in an interview · comfortable with the core tools of the field · a portfolio or profile recruiters can find.

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PathAhead — India's premium career guidance platform. This roadmap is a free educational resource; timelines are a guide and everyone learns at a different pace. Referenced third-party resources (Figma (Learn), Refactoring UI, Laws of UX, Nielsen Norman Group, Google UX Design (Coursera)) are for learning only and are not affiliated with PathAhead.