2027 EDITION



UI/UX Design Mastery

The Complete Beginner-to-Professional Guide to UX, UI, Design Systems, Figma, Prototyping, UX Research, Accessibility, Mobile Apps, Websites, AI Design & Career Success

SUMAN BISWAS

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Suman Biswas

UI/UX Designer · Front-End Developer

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About the illustrations. Every figure, interface mockup and "screenshot" in this book is an original vector illustration drawn for teaching. Figma interface screens are faithful recreations of the Figma UI3 layout, simplified for clarity; your version of Figma may show extra panels, menus or features. All brand names, people, prices and data shown inside mockups are fictional.

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For every self-taught designer
who learned one pixel at a time,
and for my family in Chapra, Nadia,
who believed before anyone else did.

— Suman

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About the Author



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Suman Biswas is a UI/UX designer and front-end developer based in Kolkata, India, and the founder and CEO of Amazebazaar.com, a digital-products store and publishing house for practical learning guides.

Originally from Chapra in Nadia district, West Bengal, Suman graduated in Political Science from the University of Kalyani and then made a deliberate switch into design. He completed a UI/UX Design Certification at Webskitters Academy and taught himself front-end development alongside it — a path that shaped the way this book is written: for people who are learning while working, who need practical steps rather than theory alone.

His design toolkit includes Figma, Adobe Photoshop and Adobe Illustrator, and he builds what he designs with HTML5, CSS3, Bootstrap 5, Flexbox, CSS Grid and JavaScript. His portfolio spans hotel booking, construction, e-commerce dashboards and automotive websites, and his work covers wireframing, prototyping, user research and design systems.

Suman writes in English and speaks English, Bengali and Hindi. Through Amazebazaar Publications he has written practical guides on web development, careers and personal growth. *UI/UX Design Mastery* brings together everything he wishes someone had handed him on day one.

Figma · UX Research · Wireframing · Prototyping · Design Systems · HTML5 · CSS3 · Bootstrap 5 · JavaScript · Photoshop · Illustrator

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Preface

Good design is invisible when it works and painfully obvious when it doesn't.

Every day you use dozens of interfaces — banking apps, food delivery, train bookings, government portals. Some feel effortless. Others make you hunt for a button, re-type a form or give up. The difference is rarely luck. It is the result of a craft: understanding people, framing the right problem, and shaping screens that guide, reassure and delight. That craft is UI/UX design, and this book is a complete, practical path into it.

I wrote *UI/UX Design Mastery* because most learning material falls into one of two traps. Either it stays abstract — talking about "empathy" and "delight" without showing what to do on Monday morning — or it is a tool tutorial that teaches buttons in Figma without teaching judgement. This book does both, in order. You learn **why** a pattern works, **how** to build it, and **when** to break the rule.

The book is organised in fifteen parts. The first three build foundations: what UI and UX are, the principles of visual design, and how to research users. Parts 4 to 7 are your production toolkit: wireframing, a full Figma course illustrated with interface walkthroughs, design systems and prototyping. Parts 8 to 10 cover the quality layer that separates professionals from hobbyists: UX writing, accessibility and responsive design. Parts 11 to 13 apply everything to mobile apps, websites and the new world of AI-assisted design. Part 14 turns skills into a career, and Part 15 gives you ten complete projects you can rebuild for your own portfolio.

Everything is visual. You will find several hundred original SVG illustrations: wireframes that evolve into polished screens, user flows, journey maps, design-system sheets and Figma panels annotated step by step. They are vector drawings, so they stay sharp when you zoom in — please do.

Design rewards practice more than reading. Each part ends with exercises, and most chapters contain a "Try it in Figma" box. Do them. Your portfolio will be built from the work you do while reading, not after.

Finally, a note on change. Tools evolve fast — 2026 alone brought AI agents into Figma, code layers on the canvas and AI design canvases from Google and others. Principles move slowly. Human attention, memory, perception and trust work the way they did twenty years ago. Learn the principles deeply and you will adapt to any tool.

Welcome. Let's design something people love.

— Suman Biswas

Kolkata, November 2026

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How to Read This Book

This is a course you can read in order, or a reference you can open at any page.

Three reading paths

If you are…	Read in this order	Focus on
A complete beginner	Parts 1 → 15 in order	Do every exercise; build Projects 1–3 first
A graphic designer moving to UI/UX	Parts 1, 3, 4, 5, 7, 9, 15	Research, interaction, accessibility
A front-end developer	Parts 1, 2, 5, 6, 9, 10	Visual principles, Figma, tokens, handoff
A startup founder	Parts 1, 3, 4, 8, 13, 15	Research, MVP wireframes, AI tools
A job seeker	Parts 5, 14, 15 and the Extras	Portfolio, case studies, interview questions

Callout boxes

💡 Pro Tip
Shortcuts and habits used by working designers.

⚠️ Watch Out
Common mistakes and how to avoid them.

🎯 Try It in Figma
Hands-on steps to perform in Figma right now.

🛠️ Exercise
Practice tasks at the end of chapters and parts.

📊 Case Study
How a real-world type of product solved a problem.

❓ Quick Quiz
Check your understanding. Answers follow.

✅ Checklist
☐ Reusable lists for reviews

🔑 Key Takeaways
The essentials of a chapter in a few lines.

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- Every chapter header has an ↑ **Contents** link to return.
- Use your PDF reader's **bookmarks** panel for a collapsible outline of all parts and chapters.
- The footer link on each page opens amazebazaar.com.

What you need

- A computer with a browser and a free Figma account (figma.com). The free Starter plan is enough for every exercise.
- A notebook and pen for sketching — paper is still the fastest wireframing tool.
- Three to five people willing to try your designs. Friends and family count.

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Acknowledgement

No book is written alone. My thanks go first to my family, whose patience made the long nights possible, and to my teachers and mentors at Webskitters Academy, who opened the door to design.

I am grateful to the generous global design community whose public writing, talks and open resources taught me so much — in particular the researchers and practitioners behind the Nielsen Norman Group, the Interaction Design Foundation, the W3C Web Accessibility Initiative, Google's Material Design team, Apple's Human Interface Guidelines team and Microsoft's Fluent team. Their work is referenced throughout and listed in the Resources section; any mistakes in interpreting it are mine.

Thank you to the learners, clients and readers of Amazebazaar.com, whose questions shaped every chapter, and to the freelancers and junior designers who shared their stories about portfolios, interviews and first jobs.

And thank you, reader, for investing your time. I hope this book pays you back many times over.

— Suman Biswas

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