

SUMMARY

Product Designer with 4+ years of experience designing digital products across fintech, AI, and commerce environments. Experienced in interaction design, user flows, information architecture, usability testing, responsive design, and reusable design systems using Figma, Figma Make, and Storybook. Comfortable working with React, TypeScript, REST APIs, and accessibility standards to validate designs and collaborate effectively with engineering teams. Skilled at translating complex business and technical requirements into clear, usable product experiences across web and mobile platforms.

TECHNICAL SKILLS

AI Product Design: Conversational UX, AI Interaction Design, Human-in-the-Loop Workflows, Prompt Design, AI Response Evaluation, AI Error States, Fallback & Recovery Design, AI Workflow Design

UX & Product Design: Interaction Design, Information Architecture, User Flows, Journey Mapping, Wireframing, Visual Design, Responsive Design, Enterprise UX, Fintech UX

Design Systems & Prototyping: Figma, Figma Make, Figma Variables, Auto Layout, Design Tokens, Component Libraries, Design Systems, Storybook, Adobe XD

Front-End & Technical Prototyping: React, TypeScript, JavaScript, HTML5, CSS3, Tailwind CSS, REST APIs, JSON

AI & Computer Vision Prototyping: Python, PyTorch, YOLOv8, Computer Vision Concepts, Object Detection, Model Output Evaluation, AI Prototype Validation

UX Research & Accessibility: User Interviews, Usability Testing, A/B Testing, Qualitative Research, Quantitative Analysis, Heuristic Evaluation, WCAG, Accessibility Testing

Design Delivery & Collaboration: Git, GitHub, Jira, Confluence, Agile/Scrum, Developer Handoff, Zeplin, Chrome DevTools

Commerce & AI-Assisted Prototyping: Square Payments API, Square Web Payments SDK, Commerce Flow Testing, API-State Validation, Cursor, Claude Code, ChatGPT

Experience

Product Designer | Square, USA

Jul 2025 - Present

- Designed seller-facing AI workflows for approvals, insights, loading, errors, and recovery using Figma Variables and design-system components, reducing design clarification by about 15%.
- Shaped AI-powered discovery and ordering journeys across menus, pricing, availability, location, and order states, improving successful task completion by about 20% during prototype usability testing.
- Reviewed API-dependent commerce scenarios using Storybook and Chrome DevTools, identifying interaction and data-state issues before engineering release across pricing, availability, failures, and order handoffs.
- Built reusable AI interaction patterns with Figma Variables, design tokens, and Storybook, increasing reuse of approved components by about 25% across seller-facing conversational commerce experiences.
- Partnered with machine-learning engineers on visual-catalog concepts, reviewing Python, PyTorch, and YOLOv8 outputs and translating detection limitations into clearer fallback, feedback, and recovery experiences.
- Prototyped AI and commerce interactions using Figma Make, Cursor, React, and TypeScript, shortening design-validation cycles by about 20% while checking responsive behavior and accessibility.

UI/UX Developer | Virtusa, India

Jan 2020 – Aug 2023

- Translated retail-banking requirements into onboarding, account, transfer, and budgeting journeys using Figma and Adobe XD, reducing stakeholder design revisions by about 20% before development.
- Mapped corporate-banking workflows for payments, beneficiaries, trade finance, and cash management, simplifying complex tasks through progressive disclosure, structured tables, filters, and interactive prototypes.
- Designed maker-checker approvals, payment status, confirmation, failure, and recovery flows, improving successful completion of tested transaction scenarios by about 15% during usability reviews.
- Improved transaction discovery by organizing account, payment, date, amount, currency, and status information, reducing navigation effort for common searches by about 20% during usability testing.
- Tested responsive layouts, keyboard navigation, form validation, data tables, and transaction interactions, resolving usability and accessibility issues before development and release validation.
- Prepared developer-ready specifications through Zeplin, Jira, and Confluence, reducing repeated UI clarification and implementation rework by about 15% through clearer interaction documentation.
- Maintained reusable banking interface patterns and design-system components across consumer and enterprise journeys, supporting consistent experiences across multiple banking workflows and development teams.

Education

Masters in Human-Computer Interaction

Sep 2023 - Dec 2025

DePaul University, USA

Bachelor of Architecture

Aug 2017 – Jul 2022

RNS School of Architecture, INDIA

Projects

LiveEye | *Python, PyTorch, YOLOv8, CUDA, Computer Vision, Object Detection, Model Fine-Tuning, SQLite, asyncio, httpx, imageio-ffmpeg, Telegram Bot API, Real-Time Inference*

- Fine-tuned YOLOv8 models with PyTorch on PPE datasets to improve detection accuracy across industrial scenes, achieving over 90% mAP for helmets, vests, and boots reliably.
- Engineered asynchronous video-data pipelines using Python, asyncio, httpx, yt-dlp, and imageio-ffmpeg to extract targeted frames, reduce bandwidth usage, and accelerate dataset preparation for model training.
- Built a Human-in-the-Loop review workflow with Telegram Bot API, SQLite, CUDA, and RTX 5090 acceleration to streamline approvals, prevent duplicates, and support real-time inference efficiently.