

BIO

I'm a product designer who enjoys building things. I work across **product design, AI, hardware and rapid prototyping**, designing products from **early ideas to launch**. Outside of software, I spend time building with Arduino, experimenting with **3D printing, making DIY tools and exploring robotics**, because I believe building physical things makes me a better digital product designer.

SELECTED IMPACT

- Designed products used by 75M+ users globally.
- Increased average quiz creation time from 11min to 3mins.
- Increased user retention by 15%.
- Increased first-attempt KYC approval rate from ~68% to ~85%.
- Increased daily restaurant orders by 18%.
- Reduced customer wait-time complaints by 40%.
- Reduced engineering testing time by 10%.

TOOLS I USE

Figma • FigJam • Figma Make •
Framer • Adobe CC • ChatGPT •
Gemini • Claude • Cursor • GitHub •
Miro • Notion • Jira • HTML • CSS •
Arduino • VS Code

EDUCATION

MIT Institute of Design, Pune
Bachelor of Design, 2020
User Experience Design & Research

PROFESSIONAL EXPERIENCE [30+ PROJECTS]

Product & AI Tech Designer + Builder Feb 2024 - Present

Building AI tools and workflows. Exploring robotics, 3D printing, vibe coding, sports technology, and adventure-driven innovation for enthusiasts. Designed Earnnest, AstralYogi, Gooofy, Toast (now Summer POS) and more...

Product Designer, Wayground (formerly Quizizz) Oct 2022 - Feb 2024

Designed AI-powered learning experiences used by more than 75 million users worldwide. Led end-to-end product design from discovery through launch while partnering with product managers, engineers and researchers to deliver high-impact educational experiences.

- Led design for Quizizz AI, Paper Mode and Avatars.
- Designed AI-assisted product experiences that simplified content creation and classroom workflows.
- Improved classroom engagement by 40% through new gamified experiences that won the company-wide hackathon.
- Conducted user research, rapid prototyping and iterative usability testing to validate product decisions.
- Contributed to scalable design systems and reusable interaction patterns across multiple product teams.

Product Designer, GetMega Dec 2021 - Aug 2022

Owned product design across LMS, Wallet and KYC experiences for a real-money gaming platform serving over 500,000 users.

- Designed end-to-end onboarding, learning and financial workflows.
- Built a unified multi-platform design system for web and mobile products.
- Improved user retention by 15%.
- Increased KYC approval rates by 25% through workflow optimization and usability improvements.
- Worked closely with engineering and product teams to ship scalable production-ready interfaces.

Software Design, NVIDIA Dec 2019 - Jul 2020

Designed data-intensive internal software for GPU diagnostics and engineering workflows.

- Improved usability of complex diagnostic tools through interaction design and data visualization.
- Conducted heuristic evaluations and rapid prototyping.
- Reduced testing cycle time by 10%.
- Collaborated directly with engineering teams to simplify technical workflows.