

Staff UX Designer | Transforming Complex B2B SaaS & Digitizing Offline Ecosystems 0→1

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PROFESSIONAL SUMMARY

Staff UX Designer with 7+ years leading enterprise UX strategy, product discovery, and scalable design systems across B2B SaaS, InsurTech, IoT, and e-commerce. Grew Concirrus's design function from a team of one to four while delivering AI-enabled underwriting platforms across four specialty-insurance lines of business. Architected reusable workflows that reduced manual submission effort by 92% and increased daily underwriter throughput by 2.5×. Beyond core design scope, independently ships production-grade applications end-to-end with real users — a self-directed builder's edge most Staff-level designers don't have.

CORE COMPETENCIES

Strategy & Discovery: Product Strategy • Enterprise UX Strategy • Product Discovery • User Research • Usability Testing • Service Design • Information Architecture

Design & Systems: User Flows • Journey Mapping • Interaction Design • Rapid Prototyping • Responsive Design • Design Systems • Component Libraries

Delivery & Governance: Design Governance • DesignOps • Engineering Handoff • UX QA • Figma • FigJam • Miro • Dovetail • Maze • Stakeholder Management • Cross-Functional Collaboration

Leadership & Process: Agile • Scrum • Team Leadership • Mentoring • Roadmap Alignment • Client Engagement • AI-Augmented Design Workflows

PROFESSIONAL EXPERIENCE

Staff UX Designer | Concirrus

Jul 2023 – Present

- Grew the design function from a team of one to four, establishing hiring criteria, onboarding, and mentorship practices while scaling delivery across four specialty-insurance lines of business (Marine, Aviation, Cargo, Construction).
- Own end-to-end product architecture, UX strategy, roadmap alignment, and DesignOps governance from discovery through engineering handoff, UX QA, and live release.
- Architected a reusable submission-to-quote-to-bind journey adopted across 5 lines of business, eliminating the need for full redesigns on new product launches.
- Reduced manual submission effort by 92%, cutting completion time from roughly half a day to minutes, and increased daily underwriter throughput by 2.5× without added headcount.
- Led a three-phase enterprise design-system re-platform, consolidating fragmented UI patterns and duplicate component libraries into one governed workspace — reducing system fragmentation by 85%.
- Launched “Design Panorama,” a bi-weekly cross-product design-review practice that cut revision cycles by 20% and freed 4–6 hours per designer per week for research and strategic work.

UX Designer | CoreValue Technologies

Oct 2020 – Jun 2023

- Owned end-to-end product design across four concurrent live products (IoT, insurance, e-commerce, corporate web), from discovery and information architecture through interface design and post-release support.
- Led client-facing requirements gathering, product ideation workshops, and usability testing for stakeholders across India, the United Kingdom, and the United States.
- Built complete design systems for client products — visual foundations, typography, component architecture, interaction patterns, and engineering handoff standards.
- Partnered with engineering on post-handoff implementation and led UX quality assurance before every client release.
- Mentored junior designers through structured task allocation, critique, and project reviews, enabling greater independent ownership while maintaining design quality.

UI Designer | LocalCube Commerce Pvt Ltd (StoreKing)

May 2019 – Oct 2020

- Designed responsive digital interfaces for an e-commerce technology business, translating business requirements into usable, visually consistent experiences.
- Collaborated with cross-functional stakeholders to support design delivery and iterative product improvements.

Talent Acquisition Executive | TalentX0 (formerly CrewKarma)

May 2017 – May 2018

- Managed talent-acquisition activities before transitioning into product and UX design.
- Completed intensive UX design training and freelance design projects (2018–2019) to transition full-time into product design.
- Built stakeholder communication, client coordination, and structured problem-solving skills that carried directly into UX practice.

INDEPENDENT PROJECTS

Spendly | Personal Finance PWA — Solo Build

2026 | *Live Product*

- Independently architected, designed, and shipped a production-grade personal finance application end-to-end with no engineering support.
- Owned the full product lifecycle solo — UX architecture, UI design, build, and deployment.
- Live product with real users and a 72% retention rate; used as a core portfolio proof point across job applications.

NutBite Store Manager | Freelance Product Designer & Builder

2026 | *Live Product*

- Designed and built a responsive retail-operations MVP for a cashew retail business, replacing manual, offline workflows with a structured platform covering Dashboard, Catalogue, Inventory, Sales, and Reporting.
- Owned the full product lifecycle independently — client requirements gathering, UX and information architecture, user flows, UI design, build, and deployment — with no engineering support.
- Delivered a production MVP now in active use; client greenlit a Phase 2 expansion and referred the platform to a second retail business.

EDUCATION

MBA | East West College of Management — 2016

BBM | Seshadripuram Institute of Commerce and Management — 2014

CERTIFICATIONS & CONTINUED LEARNING

Generative AI Mastermind, Outskill (2026) • UX Designer, Aspire Gate, Bengaluru (2019)