

PRANISH K

MSc UX Design | UX Research | Product Design | Design Systems | 3+ Years

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PROFESSIONAL SUMMARY

Product Designer with 3+ years of experience designing enterprise web applications, data-dense dashboards and healthcare systems. Experienced in owning design initiatives from research and requirements through interaction design, validation and developer handoff. Skilled in design systems, complex workflows and accessible UI, with experience aligning stakeholders, translating business requirements and balancing user needs, technical constraints and delivery priorities.

EDUCATION & CERTIFICATIONS

MSc, User Experience Design | Kingston University, London | Sep 2025 – Sep 2026

Developing expertise in user-centred design, interaction design, prototyping, usability evaluation and evidence-based digital experience design. Independently conducting qualitative research, analysing user behaviour and translating findings into design requirements and validated solutions.

B. Des, Product Design | United World Institute of Design, Karnavati University, India | Jun 2018 – May 2022

Developed a foundation in human-centred design, design research, visual communication, ideation, prototyping and problem-solving across physical and digital contexts.

Lean Six Sigma Yellow Belt | ILX Group / APMG International

Foundation in Lean Six Sigma principles, process improvement, root-cause analysis, waste reduction, and structured problem-solving to improve efficiency and deliver better outcomes.

RELEVANT SKILLS

Functional Competencies: Product Design | UX/UI Design | User Research | Interaction Design | Information Architecture | Journey Mapping | Usability Testing | Responsive Design | Accessibility | AI-Powered Experiences | Stakeholder Collaboration | Design Reviews | Developer Handoff.

Tools & Techniques : Figma | Components, Variants, Variables & Tokens | Shared Component Libraries | Design System Documentation | Interactive Prototyping | Miro | Maze | Adobe Creative Cloud | HTML/CSS | Claude Code – AI-Assisted Prototyping | AI-Assisted Research Synthesis | Eye-Tracking Usability Testing.

KEY ACHIEVEMENTS

- Created a structured design storytelling and pitch framework adopted by ~130 Capgemini designers, strengthening consistency in communicating design rationale and visual solutions.
- Standardized component library governance and WCAG-aligned patterns across multiple enterprise product lines, cutting design-review iterations by 80% and accelerating implementation speed by 2x.

PERSONAL PROJECTS

Interaction Design Research | Workload-Aware Driver-Passenger Communication Interface

- Investigated high-stakes information sharing during complex tasks through 12 primary interviews and thematic analysis, focusing on timing, urgency, and cognitive load.
- Designed and prototyped an adaptive communication interface that prioritizes notifications based on urgency and user workload constraints.
- Validated interactive concepts across 40 participant sessions using eye-tracking and simulated environments, achieving an 87.75 SUS score and 95% safety compliance.

Omnichannel Service Experience | In-Store Digital Experience

- Designed an in-store shopping experience to improve product discovery, combining 3D store views, category filters and indoor navigation, resulting in a more convenient and engaging product-finding journey.
- Designed a multi-touchpoint navigation and discovery system, translating complex spatial data into modular digital interfaces.
- Structured a flexible component architecture adaptable across multiple surface types and display densities.

WORK EXPERIENCE

UX Designer | Capgemini Technology Services | Jul 2022 – Jul 2025

Enterprise Digital Products | Employee Career Development • Employee Management • Healthcare

- Led end-to-end UX design across employee management, career development, and healthcare products, covering discovery, journey mapping, wireframing, prototyping, usability testing, stakeholder validation, and developer handoff.

- Defined and standardized reusable components and interaction patterns across 3 complex product areas, applying accessibility principles and design-system practices to reduce design-review iterations by 80%.
- Introduced earlier user validation to identify gaps between proposed scope and user requirements before development, saving 3 weeks of development rework and reducing redundant development cycles by 20%.
- Designed responsive and accessible healthcare experiences, simplifying complex workflows and reducing identified usability issues by 80%.
- Created annotated Figma specifications and accessibility requirements for developer handoff, enabling 2x faster implementation with fewer clarification cycles.
- Designed a responsive e-commerce experience using Bootstrap-based patterns, connecting product discovery and interaction flows into a cohesive mobile journey and achieving 90% prototype-to-development conversion.

UX Design Intern | Green Gold Animations | Jun 2022

Responsive Web & Usability Design

- Evaluated 3 core web applications through heuristic reviews and competitor benchmarking, identifying 6+ critical navigation and density friction points.
- Designed responsive, component-driven UI concepts across desktop, tablet, and mobile contexts, ensuring clear visual hierarchy and operational efficiency.

Product Design Intern | IIT Hyderabad | Oct 2021 – Dec 2021

User Research & Evidence-Based Product Design

- Conducted contextual inquiries and observational studies with 8 users in data-dense work environments, identifying operational bottlenecks that affected 75% of daily workflows.
- Synthesized observational evidence into actionable functional requirements, layout density guidelines, and spatial interaction principles for subsequent engineering execution.