

LOKESH KUMAR V M

Senior Product Designer

www.lokeshdesign.com

lokeshkumar1996feb@gmail.com

+91 9677192082

[lokeshkumarvm](#)

EXPERIENCE

INSTABASE 1.3 Years

Senior Product Designer Apr 25 - ongoing

- Designing SuperApp, a **multiplayer AI collaboration product** from 0→10 in 6 months, reaching **1,073 active users (672 MAU, 427 WAU)**. **61.01% 7-day avg WAU/MAU ratio**, entirely pre-launch.
- US patent filed**, for innovation in content editing in AI collaboration.
- Led design for enterprise **platform security capabilities** (SSO, RBAC, API tokens) that directly **closed 9 new enterprise deals** and **lifted revenue by 40%**.
- Led designs for the 'Analyse' vertical in IDP, **driving 25% adoption**.

infurnia 2.8 years

Sr. UX Designer May 24- Mar 25

- Led **end-to-end design** (web + mobile) for MES Manufacturing and Execution system for factories. **A 0→10 product shipped in 2.5 months** that now **drives 40% of total ARR**.
- Scaled product design to support **growth from 2 clients to 500+**, helping take the company **from \$0 to \$1M ARR in 1.8 years**

Founding UX Designer (Sole designer) July 22 - April 24

- Sole founding designer** for a B2B SaaS platform for architects and interior **3d software**, at a fast-moving early-stage startup.
- Rebuilt the product** from a developer-built UI into a user-friendly, **sell-able product in 3 months**, laying the **design foundation** for the company's later growth.
- Advocate for design thinking** & innovation within the company.
- Developed and **maintained the company's first design system**.
- Designed and spearheaded 7 complex products**, concurrently managing projects across different platforms.

NUTANIX 3 months

User Experience Design Intern May 21 - July 21

- Reimagined the first-time user experience** of an Enterprise B2B SaaS product called "Flow Security Central". Maximised user engagement and **reduced initial client's support tickets by 30%**

Loky Studio 1 year

UX Freelancer & Indie Game Designer/Dev June 19 - June 20

- Published a **full-fledged game with 80 levels in Play Store**, with monetisation strategies. Achieved **1K+ downloads, 4.9 rating, & still generating revenue**. Freelanced several UX design projects.

LTI (L&T infotech) 2 years

UX UI Design & Developer June 17 - June 19

- Led **UX overhaul of a reinsurance product**, transforming a legacy system into a web app **with 78% CSAT**. Owned **FRDs, Design & QA**. Directed prod support, **reducing daily job failures by 85%**.

“Designer with 7+ years of experience in taking 0→1 & 0→10 products from ambiguity to scale in AI & enterprise SaaS — partnering directly with founders & VP-level Product/Eng stakeholders to set design direction, not just execute it. Record includes \$1M ARR from zero, 9 enterprise wins, & building the design systems & processes that teams scale on. Also a curious emerging tech explorer.”

EDUCATION

- IDC, IIT Bombay**
M.Des Interaction Design (HCI) 8.8 / 10
- RMK CET - Anna University Affiliated**
UG-Mechanical Engineering 8.4 / 10
- 12th-Computer Science** 95.5%

PUBLICATIONS

- US Patent filed** [↗](#)
For innovation in content editing in AI collaboration.
- A full-fledged game 'LumiGo' in Play Store** [↗](#)
1K+ downloads, 4.9 rating, & generating Revenue. [Video](#)
- 2 papers in **IEEE-VR 21, Lisbon** [↗](#) **ISS 22, Poland** [↗](#)
'Low-cost arm based motion restriction device for VR'.
2nd one following it's use case; 'Touch & explore', a game in POV of visually challenged.
- Paper in India HCI 2022, India** [↗](#)
'Touchting', Send touches over long distance.

SKILLS

- Research & Design skills**
- Contextual Inquiry, User Interviews & Surveys.
 - Research Methods (Quantitative & Qualitative).
 - User-Centered Design, Data-Driven Design.
 - Heuristic Evaluation & Usability Testing Methods.
 - Data Analysis, Data Visualisation & A/B Testing.
 - Information Architecture, User Flows & Maps.
 - Wireframing, Prototyping, Mobile Design, AR/VR.
 - Interaction Design, Visual Design & Gamification.
 - Design for Accessibility & Micro-interactions.
 - Service Design, & Stakeholder collaborations.
 - AI-augmentation, Designing with / for AI Systems

- Tools:**
- Figma, FigJam, Make, Miro, Cursor, Claude Code, Claude Design, Vercel, Adobe Suite & Procreate.
 - Mixnel, Amplitude, Hotjar
 - HTML, CSS, JS, C#, Arduino, Unity & Unreal.
 - Blender, Spline, Rive, CAAD, Creo, Solid Works.