

Lokesh Kumar V M

Senior Product Designer

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Senior Product Designer with **7+ years of experience** designing complex enterprise products across AI, identity and security, platform products, 3D design and manufacturing, with an **M.Des in Interaction Design from IIT Bombay**. Led **0 to 1 products** and scaled experiences through product strategy, systems thinking, UX research and prototyping. Experienced in turning ambiguous problems into measurable customer and business outcomes while partnering with product, engineering and leadership.

Experience

Senior Product Designer

Apr 2025 to Present

Instabase, Bengaluru, India

- **Enabled 8 figure revenue across 9 enterprise organizations** where authentication was a go live blocker, by designing AI Hub's self serve identity platform with SAML and OIDC SSO, IdP driven RBAC and scoped API access.
- **Cut organization setup time from 4 weeks to 5 days, an 82% reduction**, by replacing an engineer led process with guided configuration, provider specific terminology and a test before enforcement flow.
- **Reduced authentication support tickets per onboarded organization by 60%**, based on a 22 issue baseline from 3 years of support and pre sales conversations, by redesigning authentication states, errors and recovery flows.
- **Moved 37% of enterprise API traffic to short lived, scoped credentials within one release cycle**, by designing the machine identity model, credential lifecycle and permissions experience.
- **Took SuperApp, a multiplayer all in one AI collaboration product, from concept to stealth prelaunch with thousands of users and 61% WAU/MAU**, by designing the collaboration model end to end in partnership with the founders.
- **Filed a US patent application in May 2026** for AI driven collaborative content editing designed for SuperApp.
- **Increased feature usage by 25% for Analyze**, AI Hub's conversational interface, by owning the product experience from concept through launch and iteration.

Senior UX Designer

May 2024 to Mar 2025

Infurnia Technologies, Bengaluru, India

- **Took a 0 to 1 Manufacturing Execution System from factory research to production in under 6 months**, as measured by work orders growing from **633 to 5,650** and SKUs processed growing from **40.6K to 954.4K**, by designing role specific desktop and mobile workflows for production designers, supervisors and factory operators.
- **Opened a product line that contributed approximately 40% of company revenue, \$3.82M, in its first 6 months**, by designing the workflow that converted CAD designs into billable manufacturing output.

Founding UX Designer

Jul 2022 to May 2024

Infurnia Technologies, Bengaluru, India

- **Grew the company from 2 test clients to 500+ paying clients and a \$1M ARR run rate in approximately 18 months as its first and only designer**, by rebuilding a developer created interface and leading design across a cloud based B2B SaaS 3D BIM platform for architects and interior designers.
- **Shipped 7 products**, including Admin and Design portals, Investment and Billing portals, Component Editor, 360 degree Panorama Viewer and VR Viewer, by running parallel workstreams on a weekly sprint cadence and consolidating 5 modelling approaches from AutoCAD, SketchUp and Revit into a unified interaction model.
- **Established the company's first design practice in a developer led organization**, as measured by design review becoming a release gate and every feature beginning with a written PRD, including 20+ authored by me, by creating the first design system, running recurring C suite reviews and establishing cross functional design processes.
- **Hired 2 designers and mentored an intern**, by defining portfolio screening criteria, creating the interview process and interviewing candidates, including candidates from IDC, IIT Bombay.

UX Designer Nutanix, Bengaluru, India	May 2021 to Jul 2021
• Rebuilt the first time experience of a multi cloud security posture product into a reusable onboarding framework, by using weighted feature analysis to create a value first onboarding sequence, designing a guided tour with progress and skip controls, and showing product value before users connected a cloud account.	

UX and Game Designer LokyStudio, Chennai, India	Jul 2019 to Jun 2020
• Shipped and monetized a solo built mobile game with 1,000+ downloads and a 4.9 rating, as measured by Google Play installs and ratings, by designing and coding 75+ levels in Unity with a flow based difficulty curve, original visual system and sound design. Also delivered freelance UX projects for Chennai based clients.	

UX Designer and Developer LTI (L&T Infotech), Chennai, India	Jun 2017 to Jun 2019
• Led the UX overhaul of TRAFACS, a legacy reinsurance platform for Travelers, a major US insurer, by owning requirements, UX & UI design and Development. Transitioned the product from a legacy system to a modern webapp. Reduced daily production job failures by 50% by leading production support & coordinating issue resolution.	

Education

M.Des, Interaction Design (HCI) Indian Institute of Technology Bombay, IDC School of Design, GPA 8.8/10	Jun 2020 to Jun 2022
B.Tech, Mechanical Engineering RMK College of Engineering and Technology, Anna University, GPA 8.5/10	Jun 2013 to May 2017

Skills

Product Design: Interaction Design, Visual Design, Information Architecture, Systems Thinking, Design Systems, Prototyping, Wireframing, Accessibility, Responsive Design, End to End Design, Service Design.

Research and Strategy: User Interviews, Contextual Inquiry, Usability Testing, Product Discovery, Competitive Analysis, Journey Mapping, Heuristic Evaluation, A/B Testing, Quantitative Research, Qualitative Research, Product Strategy, Design Strategy, Data Informed Design.

Leadership: Cross Functional Collaboration, Stakeholder Management, Workshop Facilitation, Design Critique, Mentoring.

AI and Tools: Human AI Interaction, AI Product Design, Agentic UX, Generative Prototyping, Figma, FigJam, Miro, Mixpanel, Amplitude, Cursor, Claude Code, HTML, CSS, JavaScript, Unity, 3D Modeling.

Teaching

Guest Lecturer , Kerala State Institute of Design , Kollam, Kerala Taught a 2 week Interaction Design module to second year B.Des students, covering interaction design principles, industry applications and hands on project mentoring.	Mar 2025
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Publications

US Patent Applied , for innovation in content editing interaction in SuperApp at Instabase.	May 2026
India HCI 2022 , Touchting, a product for sending touch over long distances. dl.acm.org/doi/10.1145/3506469.3506478	Feb 2022
ISS 2021, Interactive Surfaces and Spaces, Poland , Touch & Explore: POV of a visually impaired person. dl.acm.org/doi/10.1145/3447932.3490522	Nov 2021
IEEE VR 2021, Lisbon , Low cost arm based motion restriction haptic interaction device. doi.org/10.1109/VRW52623.2021.00198	May 2021
Lumi Go, Google Play , Full fledged game with 1K+ downloads, a 4.9 rating and ongoing revenue.	Dec 2019