

Lokesh Kumar V M

Senior Product Designer

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Designer **with 7+ years of experience**, skilled at taking products **from 0→1 & 1->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. Perused **M.Des in Interaction Design (HCI)** from **IIT Bombay**.

Experience

Senior Product Designer, @ Instabase, Bangalore

Apr 2025 – Present

- Designing SuperApp, a multiplayer AI collaboration product **from 0→10 in 6 months**, achieving **1,073 active user base, (672 MAU, 427 WAU) and 61.01%** 7-day average WAU/MAU, all prior to launch.
- **Filed a US patent** application for innovative methods in **AI-driven collaborative content editing** (May 2026).
- Led design for **enterprise platform security capabilities** (SSO, RBAC, API tokens) that directly **closed 9 new high ticket enterprise deals** and lifted revenue by 42%
- Owned design of **Analyse vertical** in AI based Intelligent document processing (IDP). **Driving a 25% increase in adoption** and usage.

Senior UX Designer, @ Infurnia Technologies, Bangalore

May 2024 – Mar 2025

- Amplified company growth from 2 clients to **500+ clients, achieving zero to \$1 million ARR within 1.8 years.**
- **Led the end-to-end product design process** for the 'MES: Manufacturing & Execution System' **product from scratch within 2.5 months** for a modular furniture factories, targeting multiple personas and including **desktop & mobile app design. Generating 40% of the total revenue.**

Founding UX Designer, @ Infurnia Technologies, Bangalore

July 2022 – May 2024

- Contributed as **the sole designer in a fast-paced startup in agile mode**, designing **cloud based SaaS B2B 3d design Platform** for architecture & interior design products, a combination of Revit, SketchUp, & Auto CADD.
- **Advocate for design thinking and innovation** within the organization. **Developing and maintaining the design system**, reusable component system and enforcing design standards and best practices.
- **Revamped the entire product look and feel** from a developer-made UI within the **initial 3 months.**
- **Designed and spearheaded 6 complex products** including the Admin, Design, Investment, Billing Portals, Component Editor, 360 Panorama & VR Viewer. **Managing parallel design projects** across different platforms.
- **Conducted user research**, interviews and competitive analysis to gather user requirements. **Created wireframes, flows, prototypes and full mockups.** Led **usability testing** and **design QAs.**
- Fostered **cross-functional collaboration** across teams to ensure smooth alignment of design and engineering.

UX Design Intern, @ Nutanix.Inc, Bangalore (Remote)

May 2021 – July 2021

- **Reimagined the first-time user experience** of an **Enterprise B2B SaaS** product called "Flow Security Central" which includes heavy cloud configurations, resource monitoring, dashboards, and security planning. Maximized user engagement and **reduced initial client tickets by 30%**, increasing user acquisition.

UX & Indie Game Design freelancer, @ LokyStudio, Chennai

July 2019 – May 2020

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

UX UI Design & Developer, @ LTI (L&T infotech), Chennai

June 2017 – June 2019

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

Education

Indian Institute of Technology Bombay (IITB)

June 2020 – June 2022

Masters in Design, in Interaction Design (HCI), | GPA 8.8 /10

Anna University Affiliated (RMK College Of Engineering and Tech.)

B.Tech in Mechanical Engineering, | GPA 8.5 /10

June 2013 – May 2017

Maharishi Vidya Mandir

High School, Computer Science Group, | 95.5%

June 2011 – May 2013

Skills

Research: Contextual Inquiry, User Interviews, Surveys, Quantitative & Qualitative Research Methodology, Field Observations, Competitor Analysis, Usability Testing, Affinity Mappings, Card Sorting, Journey Maps, Ethnographic Research, Heuristic Evaluation, Data Analysis, and A/B Testing.

Design: UX design, Human-Centered Design, Data-Driven Design, Growth Design, Wire-framing, Prototyping, Mockups, User Strategy, User Flows and Journey Mapping, Empathy Maps, Storytelling, Information Architecture, Data Visualization, Web & Mobile Design, Service Design, Visual Design, Responsive Design, Game Design, Gamification, CMS Design, Design for Accessibility, Micro-interaction, Interaction Design, Collaboration with Stakeholders, Communication Skills to Articulate Designs, AI-augmentation, Designing with/for AI Systems.

Design tools: Figma, Fig Jam, Figma Make, Adobe Suite, Protopie, Illustrator, Procreate, Miro, Mixpanel, Hotjar, Amplitude, and GPTs, V0, loveable, Rive, Claude code, Claude design, Cursor.

Coding: HTML, CSS, JS, Unity, C#, Arduino, Unreal.

3D Skills: Spline, Blender, Maya, Auto CADD, Creo, Solidworks, Ansys, Sketchup.

Game Engines: Unity, AR/VR, Unreal, Phaser 3 HTML5

Achievements

US Patent applied For innovation in interaction of content editing in Multiplayer AI collaboration product SuperApp. **May 2026**

Paper Published In India HCI 2022, India: Touchting, A product to send touches over long distance.

Feb 2022 | dl.acm.org/doi/10.1145/3506469.3506478

Paper Published In Interactive Space & Surface 2022, Poland: Touch & explore, Experience in POV of visually challenged person.

Nov 2021 | dl.acm.org/doi/10.1145/3447932.3490522

Paper Published in IEEE-Virtual Reality 2021, Lisbon: Lowcost arm-based motion restriction device.

May 2021 | [doi/10.1109/VRW52623.2021.00198](https://doi.org/10.1109/VRW52623.2021.00198)

Published a Full-Fledged Game 'Lumi Go' In PlayStore: it has 1k+ downloads. 4.9 rating & generating revenue.

Dec 2019 | [Game Video](#)

Published journal International Journal of Trend in Research and Development Enhancement of Heat Transfer by Modifying Heat Exchanger Tubes. And **2 Best project award in UG** Design & Fabrication of Milling & honing tool and 'Pseudo Skeleton Fatigue Reducer' by Indian Institution of Production.

Mar 2017 | [e-ISSN Number : 2394-9333](#)

Responsibilities

Taught Interaction design course in Kerala State Institute of Design, as a guest professor **Mar 2025.**

Teaching Assistantship (2020 - 22): Assisted in various courses, project & design workshops of Prof Jayesh pillai.

Member of Immersive Media Experience Lab at IDC taking care of the lab and assisting in multiple projects.

Volunteering

Volunteer in India HCI 2021 India: Planning & designing the Gather platform for poster session of the conference.

Volunteer in IEEE-VR 2021 Lisbon: Planning interactions for attendees in international online conferences.

Volunteer in Interactive Space & Surface 2022 Poland: Planning and assisting in the online conference.