

LOKESH KUMAR V M

Sr. UX Designer

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in [lokeshkumarvm](#)

EXPERIENCE

infurnia 2.5 years

Sr. UX Designer (Sole designer) May 24- Ongoing

- Amplified company's growth **from 2 clients to 500+ client** achieving **zero to \$1 million ARR with in 1.8 years.**
- **Led end-to-end product design process** for the 'MES: Manufacturing & Execution System' a product **from scratch within 2.5 months**, targeting multiple personas, **including desktop & mobile app design, It contributes 40% to the whole revenue.**

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

- Contributed as the **sole designer in a fast-paced agile startup.** Designed **B2B SaaS Cloud product** for Architect /interior designers.
- **Revamped the entire product from a developer-made UI** to user-friendly, aesthetic & sellable product **within the initial 3 months.**
- **Advocate for design thinking & innovation** within the company.
- Developed and **maintained the design system & component Lib.**
- **Designed and spearheaded 7 complex products**, managing parallel design projects across different platforms.
- Conducted user interviews, created wireframes, flows, prototypes and full mockups. Led usability testing and design QAs. Fostered cross-functional collaboration ensuring clear developer sign-offs.
- **Collaborated in product planning & strategies** with CEO & CTO.

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". **Designed a framework for onboarding.** It ,maximized user engagement and **reduced initial client tickets by 30%**, increasing user acquisition.

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. **Designed & developed within 3 months** from scratch. Has **1K+ downloads, 4.9 rating, & generating revenue.** Freelanced several UX and interaction design projects.

LTI (L&T infotech) 2 years

UX UI Developer June 18 - June 19

- Facilitated the **UI overhaul of a reinsurance software**, transforming legacy system into a web app **achieving a 78% CSAT score.**
- Analysed business & **Documented FRDs**, performed **design QAs.**

Software Engineer June 17 - June 18

- **Headed production support** for insurance products, **reducing job failure by 85%** on daily basis. Directly coordinating with client in the US to collaborate and develop, reinsurance products.

“Founding Designer at Infurnia with **5.8 years of work experience** (4.8 in UX). Currently building startup from 0-1, I craft intuitive, aesthetic, user-friendly designs that solve complex problems & drive business goals. I am detail oriented & enjoys exploring ideas through different lenses.”

EDUCATION

● IDC, IIT-Bombay	2020-2022
M.Des Interaction Design (HCI)	8.8 / 10
○ RMK - Anna University Affiliated	2013-2017
UG-Mechanical Engineering	8.4 / 10
○ Maharashi Vidya Mandir	High school
Computer Science	95.5%

SKILLS

Research & Design skills

- Contextual Inquiry, User Interviews & Surveys.
- Research Methods (Quantitative & Qualitative).
- Personas, User Journey Maps, Empathy Maps.
- 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, & Stake holder collaborations.

Tools:

- Figma, Fig-jam, Adobe Suite, Miro, GPTs.
- Mix-Panel, Hotjar, Loom, Illustrator & Procreate.
- HTML, CSS, JS, C#, Arduino, Unity & Unreal.
- Blender, Spline, CAAD, Creo, Solid Works.

PUBLICATIONS

[Paper in India HCI 2022, India](#) [🔗](#)

Touchting, A product to send touches in long distance.

[In Interactive Space & Surface 2022, Poland](#) [🔗](#)

Touch & explore, A Game in POV of visually challenged.

[Paper in IEEE-Virtual Reality 2021, Lisbon](#) [🔗](#)

Low cost arm based motion restriction device for VR

[A full-fledged game 'LumiGo' in PlayStore](#) [🔗](#)

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