

Senior Product Designer with 5 years of designing AI-native, information-dense B2B platform tools for testing self-driving cars. I own ambiguous problems end-to-end, set design standards across teams, and prototype in Figma and in code with generative and agentic AI. Alumna of the Royal College of Art.

Experience

Five AI (acquired by Bosch, 2023) | Senior Product Designer

London, UK | October 2021 - Present (5 years)

- End-to-end design for B2B SaaS tools such as a scenario editor and test platform that stress-test and benchmark AI stacks' performance (perception, prediction and planning), used by cross-functional AI testing teams with clients including Porsche, Cariad (VW Group) and Volkswagen.
- Facilitated workshops and usability testing with clients that shaped the product roadmap for migrating the scenario-testing workflow from CI/CD pipelines in local branches to a web-based, traceable AI-stack testing platform, cutting time to test from 14 days to 2 hours; 67% adoption by engineers within the first quarter, and tests created per feature team rose 550% (10 to 65).
- Improved scenario findability by 10% through AI-assisted search, recommendation and filtering interactions.
- Built a 0-to-1 design system across 230+ screens (Figma to Unity UI Toolkit, USS/UXML), with tokenised, accessible message components (warning, info, error) meeting WCAG AA contrast and reducing colour-blindness barriers; cut the design handover review cycle by 20% through direct reviews of CSS and UXML in Unity.
- Designed an expressions calculation manager, lifting simulation creation by 12% (work contributed to a patent, pending).
- Led team adoption of an AI-assisted prototyping practice, using the Figma MCP server with Claude Code.
- Contributed to team growth by leading interview panels and designing the evaluation framework for intern hiring.

CERN | Product Designer (Incubation Program)

Geneva, Switzerland | September 2020 - Jun 2021 (9 months)

- Conceptualised 'Particle Silo', a guest-facing particle-physics resource platform to improve public engagement, and ran user research interviews with science communicators and scientists to identify usability gaps.

Kinetik Solutions | Product Designer (Part-Time)

London, UK | March 2020 - March 2021 (1 year)

- Shipped 'Health Systems Simulations', a card game and brochure to scale agile practice for cross-functional NHS teams, and maintained the marketing site and modular design assets to drive B2B workshop acquisition.

Internshala | Design Intern

Gurgaon, India | May 2018 - October 2018 (6 months)

- Owned the B2C visual design for a mobile native hiring event, 'The Internship Day', affiliated with the AICTE, India. The initiative saw participation from 50+ colleges and reached 3.5 million students and 80,000 companies.

Education

Royal College of Art | Master's in Digital Direction | London, UK | 2019 - 2021

Designed 'Globe Voice', a voice AI chatbot for accessible ticket booking, built with Shakespeare's Globe

Indian Institute of Information Technology | Bachelor's in Design | Jabalpur, India | 2015 - 2019

Skills

Design: Figma (prototyping with MCP server), Storytelling, Wireframing, High-fidelity Prototyping, Information Architecture, Design Thinking Methodologies, User-centred Design, Responsive Design, Cross-Functional Collaboration, Design Systems, Accessibility (WCAG AA), Cross-functional Leadership, Mentoring, Design Strategy & Standards, Systems Thinking, Claude Design, Human-AI Interaction, Generative & Agentic AI prototyping, UX Design, UI Design, User Research, Usability Testing, Visual Design.

AI/ML and Engineering: Unity (UI Toolkit, USS/UXML), CSS/HTML, Three.js, JavaScript, GitHub, Claude Code.