Lokesh Kumar V M **Senior UX Designer.**

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🌐 www.lokeshdesign.com | in LinkedIn

Experience

Senior UX Designer, 💼 Infurnia Technologies, 📍 Bangalore **May 2024 – Present**
- Amplified company from 2 clients with negligible **revenue to 500+ clients with $1 million ARR in 1.8 years**.
- **Designed a new product 'Manufacturing & Execution System' from scratch in 1.5 months**, starting with user research to evaluation of the whole product. Targetting multiple personas and contains features like dashboarding, managing work orders, tracking, packaging and shipment of modular furniture factory. **Designed for multiple platform** both desktop and mobile.

Founding UX Designer, 💼 Infurnia Technologies, 📍 Bangalore **July 2022 – May 2024**
- Contributed as an **individual designer for 2 years in a fast-paced startup** with **one-week sprint cycles**.
- **Instituted design principles**, emphasizing research, user testing, and building design component systems.
- **Designed and spearheaded 6 complex products** like the Admin app, Design Portal, Investment Portal, Billing Portal, Component Editor, and 360 panaroma & VR viewer.
- Experienced in **Cloud based SaaS B2B Architecture & Interior Design products**, a combination of Revit, SketchUp,& CADD. Also experienced in designing 3D-interfaces.
- **Undertook some product manager roles** along with the CTO during the first year in the absence of PMs.
- Collaborated with CEO, CTO, and PMs on feature planning and brainstorming product strategies.

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" with heavy cloud configurations, resource monitoring, dash-boarding & security planning.
- Maximized user engagement and **reduced initial client tickets by 30%** for cloud resource onboarding.
- **Set a framework for onboarding** across Nutanix applications.

UX & Indie Game Designer, 💼 LokyStudio(not reg), 📍 Chennai **July 2019 – May 2020**
- **Published a full-fledged game with 80 levels**, with monetization strategies and Ads, **individually in 3 months** from scratch. Published in Play Store, it has **1K+ downloads and a 4.9 rating**, and generating revenue.
- Freelanced several UX projects and collaborated on the University of Toronto-funded projects.

UI/UX Developer, 💼 LTI (Lnt infotech), 📍 Chennai **June 2018 – June 2019**
- **Coordinated UI rewrite project of fintech product**, reinsurance claims software called TRAFACS
- Analyzed business to **create FR Documents & Design Documents**, and performed design QAs. Which resulted in the transition of legacy software to a web interface **increasing the client's engagement by 43%**

Software Engineer, 💼 LTI (Lnt infotech), 📍 Chennai **June 2017 – June 2018**
- **Headed production support** for reinsurance product, reducing the job failure daily to avoid huge revenue loss for the clients by direct coordination with clients in the US.
- Collobarated and developed, various features of reinsurance claims software CEDRECS and TRAFACS.

Education

Indian Institute of Technology Bombay (IDC) June 2020 – June 2022
Masters in Design, in Interaction Design (HCI), | 🎓 GPA 8.8 /10

Anna University Affliated (RMK College Of Engineering and Tech.) June 2013 – May 2017
B.Tech in Mechanical engineering, | 🎓 GPA 8.5 /10

Maharishi Vidya Mandir June 2011 – May 2013
High School, Computer science group, | 🏅 95.5%

Vivekananda Vidyalaya June 2001 – May 2011
Till high school, | 🏅 CGPA 9.4 /10

Skills

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

Design:, UX design, Mockups, Wire-framing, Prototyping, User Strategy, Empathy Maps, User Flows, Storytelling, Information Architecture, Data Visualization, Web & Mobile Design, Service Design, Visual Design, Game Design, Gamification, Design for Accessibility, Micro-interaction, Interaction Design.

Design tools: Figma, Fig Jam, Adobe XD, Protopie, Illustrator, Procreate, Miro, Mixpanel, Hotjar, and GPTs.

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

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

Achievements

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 and explore, A Game in POV of visually challenged.
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

Published a Full-Fledged Game 'Lumi Go' In PlayStore: as an Indie-game designer & dev, the game has 1k+ downloads.
Dec 2019 | 🌐 Game Video

Published journal International Journal of Trend in Research and Development Enhancement of Heat Transfer by Modifying Heat Exchanger Tubes.
Mar 2017 | 📖 e-ISSN Number : 2394-9333

Best project award in UG Design & Fabrication of Milling & honing tool and 'Pseudo Skeleton Fatigue Reducer' by Indian Institution of Production.

Responsibilities

Teaching Assistantship 2020 - 2022: assisting in various courses and projects 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 of 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.