

KARTIK SHARMA

Product Designer | UX Lead

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PROFESSIONAL SUMMARY

Product designer with over 6 years of experience combining strong UI craft with product design instincts, especially for complex, data-heavy enterprise SaaS products. Currently UX Lead at Rockwell Automation, owning and evolving a documented design system and shared component library used across 5+ global plants, and delivering high-fidelity, visually consistent interfaces that scale across complex enterprise use cases. Works in Figma with component-first workflows, partners closely with engineering to ensure visual fidelity from design to implementation, and balances design quality with delivery velocity. Applies accessibility and visual quality standards throughout, and mentors junior designers through critique and review.

CERTIFICATIONS

Product Manager — Udemy [Link](#)

SKILLS

UI Craft & Visual Design, Design System Ownership & Documentation, Figma (Component-First Workflows), Enterprise SaaS & Data-Heavy Interfaces, Design-to-Engineering Handoff, Accessibility & Visual Quality Standards, Cross-Functional Collaboration (Product, Engineering, Research), Design Critique & Mentorship, Product Design Strategy

WORK EXPERIENCE

User Experience Lead — Rockwell Automation

Jul 2022 – Present | India

- Own UI craft across responsive web application experiences, designing high-fidelity interfaces, patterns, and screens that scale across complex enterprise use cases.
- Evolve and maintain a design system library and shared components, defining and documenting UI principles, patterns, and system guidelines adopted across 5+ global plants.
- Translate user needs and product strategy into polished visual designs, partnering with product, engineering, and research to shape and refine solutions.
- Collaborate with engineering to ensure visual fidelity from Figma to implementation, contributing proactively to design reviews, critique, and iteration.
- Balance design quality with delivery velocity, cutting design inconsistencies by 80% and shortening delivery timelines by up to 60%.
- Apply accessibility and visual quality standards across a data-heavy, workflow-driven enterprise product, improving usability scores by 30%.
- Led a product from concept through launch end-to-end, delivering measurable business impact: \$6M in annual savings and a 65% improvement in assembler retention; mentor junior designers through critique and pairing.

UX/UI Designer — Gnani.ai

May 2021 – Jul 2022 | Bengaluru, India

- Served as senior UX designer across multiple concurrent products (Bot Builder, Analytics Dashboard, and others), independently managing 3+ projects at once.
- Created and governed a reusable library of templates, brand assets, and UI components to strengthen product consistency and cohesive brand identity across the portfolio.
- Collaborated with cross-functional stakeholders to deliver scalable UX solutions aligned to business goals and usability standards, improving user engagement.

Visual Designer — iLRNU

Sep 2020 – Apr 2021 | Remote

- Designed web application interfaces from the ground up, partnering directly with developers to ensure accurate, pixel-faithful implementation of UI designs.
- Produced user personas, process flows, and design concepts that shaped early-stage product direction.

FREELANCE EXPERIENCE

UX/UI Designer — Ewar / Ghacks (2020)

- Designed end-to-end product experiences for a gaming/eCommerce startup, contributing user flows and interface design across the platform.

Freelance Designer — 99designs (Jul 2018 – May 2019)

- Delivered UI and branding projects for international clients across global markets, translating diverse briefs into visually engaging, user-centric solutions.

TECHNICAL SKILLS

Figma (Component-First Workflows, Auto-Layout, Variants), Design Systems & Component Libraries, Adobe Illustrator, Adobe Photoshop, After Effects, Miro / FigJam, Responsive & Adaptive Layout Design, Accessibility Standards (WCAG), Basic HTML / CSS / JavaScript Literacy

NOTABLE ACCOMPLISHMENTS

- Led a product from concept through launch end-to-end, delivering \$6M in annual savings and a 65% improvement in assembler retention.
- Improved usability scores by 30% through international field user testing initiatives.
- Led design system rollout across 5+ global plants for enterprise automation systems.
- Reduced design inconsistencies by 80% and cut delivery timelines by up to 60% by streamlining process across multiple teams.
- Successfully managed and delivered 3+ concurrent projects at Gnani.ai.

EDUCATION

B.Tech. in Computer Science — BML Munjal University, Gurugram, Haryana
2016 – 2020 | CGPA: 8.5