

A. Ravi

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SUMMARY

Product designer and design engineer who builds AI products end to end, from user research and interaction design to working frontend through AI-assisted development. First design hire at a venture-backed AI-native app studio, having shipped SeEat (live on the App Store) and designed a home healthcare platform now live across 13+ countries. Currently exploring agentic UX patterns, guardrails, and evals for human-AI interaction. M.S. in Information Science (HCI track), The University of Texas at Austin (4.0 GPA). **Can work full-time from Jan 2027.**

SKILLS

Design: Feature Design, User Experience (UX) Design, End-to-End Product Design, Interaction Design, Information Architecture, User Flows, Journey Mapping, Wireframing, Low-Fidelity and High-Fidelity Prototyping, Responsive Web and Mobile Design (iOS, Android), Visual Design, Design Systems, Design Engineering, Accessibility (WCAG), Agile Methodology

Research: User Research, User Interviews, Usability Testing, A/B Testing, Surveys, User Personas, Heuristic Evaluation, Competitive Analysis, Behavioral Analytics, Cross-Functional Collaboration, Stakeholder Communication

AI & Build: Creative Development, Human-AI Interaction, Agentic UX (Guardrails, Evals, Feedback Loops), Explainable AI, Generative AI, AI-Assisted Prototyping and Design-to-Code Development, Game Design & Interactive Learning

Growth: SEO, GEO (Generative Engine Optimization), Growth Experiments, Content Marketing, Digital Marketing

Tools: Figma, Figma Make, FigJam, Framer, Rive, Adobe Creative Suite, Cursor, Claude Code

WORK EXPERIENCE

Founding Product Designer, *Causally*

Cambridge, MA | **May 2026 - August 2026**

- First design hire at a venture-backed AI-native app studio (Foothill Ventures, Taihill Venture), owning end-to-end product design and translating complex AI capabilities into clear, user-centered narratives across consumer iOS apps and B2B enterprise tools.
- Designed and shipped SeEat, an AI-powered visual menu scanner now live on the App Store, owning the full UX lifecycle from user flows, information architecture, wireframing, and interaction design through high-fidelity prototyping; built the brand identity and visual design system from zero, shipping live responsive pages through AI-assisted development using Figma, Cursor, and Claude Code.
- Leading growth experiments across viral loops, SEO, GEO (Generative Engine Optimization), and content marketing measured directly against real product metrics.

Product Designer, *Brane Enterprises*

Hyderabad, India | **July 2023 - December 2024**

- Redesigned a no-code AI platform whose non-technical users could not train AI models without developer support, turning its core workflows into an accessible drag-and-drop experience informed by research with 250+ users, lifting engagement 60% and scaling from pilot to 200+ active users in 6 months.
- Designed Praana Health, a home healthcare platform, owning UX and UI for four user roles across patient, field-staff, and manager apps, from user flows and information architecture to high-fidelity screens now live in 13+ countries on the iOS App Store and Google Play, alongside an FDA-compliant vitals measurement ecosystem.
- Unified Brane's fragmented design language into a token-based component library that cut design-to-engineering handoff time 40%, and reworked onboarding with progressive disclosure after usability testing revealed cognitive overload, raising completion rates 15%.
- Conducted foundational user research for the Darwin Centre Lab's Vision Plus eyewear, running interviews and observation sessions with 15+ visually impaired users to shape the product's AI UX strategy.

Lead Designer, *TEDx IIT Hyderabad*

Hyderabad, India | **July 2020 - May 2023**

- Led an 8-member design team across responsive website UI/UX, brand identity, and 200+ digital and physical assets, building a cohesive design system that grew social engagement 50%, video views 30x, sponsorships 5x, and attendance 4x.

Design Intern, *Ibrum Technologies*

Bengaluru, India | **July 2020 - September 2020**

- Designed interfaces for AI healthcare diagnostic products, translating clinical workflows into accessible experiences, contributing to work recognized by Smart Bio Innovator of the Year 2020 and the ASSOCHAM ICT Award.

PROJECTS

Praana Health, *Home Healthcare Platform, Brane Enterprises*

2024

- Owned product design end to end for a home healthcare ecosystem serving four user roles, turning user interviews and journey maps into information architecture, wireframes, and high-fidelity UI for AI-assisted booking, family care, health records, and field-visit scheduling.
- Shipped as Praana Companion, now live in 13+ countries with an FDA-compliant vitals measurement ecosystem.

Vision Plus, *AR Smart Glasses for Visually Impaired Users, Darwin Centre Lab at Brane*

2024

- Designed the interaction model and interface patterns unifying voice, gesture, and visual input into one context-aware spatial experience, delivering prototypes with features like real-time scene description that aligned engineering, PM, and data science teams.

EDUCATION

Master of Science in Information Science, Human-Computer Interaction track

August 2025 - May 2027

The University of Texas at Austin - GPA: 4.0 / 4.0. Coursework: Human-AI Interaction, Information Architecture, UX Prototyping, Design Thinking, Accessibility. **Looking for Spring 2027 Capstone Projects**

Bachelor of Design, Visual Communications

July 2019 - May 2023

Indian Institute of Technology Hyderabad - GPA: 3.66 / 4.0. Silver Medalist and Batch Topper.

AWARDS & CERTIFICATIONS

- IITH Silver Medal (2023) as batch topper; Rank 1, NID New Media Design; IITH Academic Excellence Award (2020, 2021, 2023).
- Certifications: Google UX Design, Google AI Essentials, Anthropic AI Fluency, Google Project Management.