

Sarthak Marwaha

Lead Product Designer
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PORTFOLIO

<https://sarthakmarwaha.xyz>

GITHUB

[sarthak-marwaha](#)

EDUCATION

Toronto Metropolitan
University (formerly
Ryerson)
MASTER OF DIGITAL MEDIA

Delhi Technological
University
BACHELOR OF TECHNOLOGY

SKILLS

Storyboarding, Prototyping,
Wireframing, Visual Design,
User Flows, Product Design,
Information Architecture,
Interaction Design, Design
Systems, Problem Solving,
Data Analysis, Cross-functional
Collaboration

RESEARCH METHODS

User Interview, Usability Testing,
A/B Testing, Competitive
Analysis, Data Visualisation

TOOLS

Figma, Sketch, Illustrator,
HTML/CSS, Javascript, React,
FOAM, Swift

EXPERIENCE

Paytic – Intelligent Components

Senior Product Designer (Contract) >> JANUARY 2026 – JUNE 2026

- Designed the platform's new AI surface, a flagship module that pulls data from across the components of the app into one place where users can review and act on it through an AI assistant.
- Lead design system work across various B2B product modules. Building the components and patterns engineers use when shipping new features on top of the platform.
- Ran sessions with engineers on how the system works and review pattern usage as features ship. A lot of the early work has been making the case for the system itself, since the engineering team wasn't immediately sold on the investment.

nanopay Corporation

Lead Product Designer >> MARCH 2022 – DECEMBER 2025

- Led end-to-end product discovery and UX strategy for Foree Remittance, taking the product from an ambiguous concept to launch. Achieved **20,000+ users** and **\$5+ million in transaction volume** since launch.
- Designed remittance and payment workflows across individual sender, SMB, and bank-partner segments. Worked directly with PM, engineering, compliance, and ops throughout.
- Defined and implemented a scalable, cross-product design system in Figma. Enabled faster iteration cycles and ensured consistency across SaaS product lines.
- Established a company-wide usability testing practice. Reduced design-to-production iteration time and contributed to a **70% increase in reported user satisfaction** for a bank payments product.
- Mentored and coached designers, leveling up the design critique culture and execution quality to raise the bar for design across the team.

Software Developer, UI/UX >> MARCH 2021 – MARCH 2022

- Worked closely with the design team and engineers to implement elegant and reusable front-end solutions.
- Advocated for inclusive design standards, improving accessibility (increasing lighthouse accessibility scores from **60% to 94%**) and responsiveness for modern mobile web experiences.

Synlab, Ryerson University

UX Researcher >> FEBRUARY 2020 – APRIL 2021

- Designed and developed the front end for the Responsive Ecologies toolkit (RE/tk) using Figma, React, and Javascript.
- Designed a tangible development environment for novice developers to facilitate rapid prototyping of cross-device applications based on the RE/tk Project using Tangible User Interfaces and block-based programming.