



925.351.5346  
jaisawkar.nyc  
jaissawkar@gmail.com

## EXPERIENCE

### UX Designer II

Sonos Inc.

Summer 2021 - Present

- **Founding designer of Sonos Pro** (patent-pending), a subscription-based music management platform for commercial spaces, shaping Sonos's debut SaaS offering.
- Directed end-to-end design development for multiple zero-to-one and one-to-two features within Sonos Pro.
- Served as the **lead designer for Sonos Pro Schedules**, driving its development from MVP to two subsequent iterations. This innovative service enables seamless music scheduling for businesses across multiple locations.
- **Head service designer for Sonos Pro**, crafting a comprehensive purchase experience for both low and high-volume transactions.
  - Designed and implemented a white-glove purchase experience tailored to complex business needs for Sonos Pro's MVP.
  - Developed a groundbreaking self-service, mixed-cart B2B ecommerce flow, collaborating with 20+ stakeholders across five organizations.
    - Launched in Spring 2024, this solution achieved a 99% reduction in onboarding time, with self-service driving over 85% of Sonos Pro sales since launch.
- **Led designer for Sonos Pro Front of House**, overseeing design research, product definition, and delivery for an employee-focused music touchpoint, prioritizing business permissions and diverse daily use cases.
- Contributed significantly to the design and implementation of a new design system for Sonos Pro, ensuring seamless integration with established brand guidelines and experience principles.
- Regularly present and provide strategic guidance on upcoming workstreams to senior directors and VPs on a monthly basis.
- Created impactful product demos for daily sales calls, conferences, and media, enabling marketing teams, account executives, and installers to drive sales effectively.
- Quarterly host of company-wide Sonos Hackweeks, featuring 80+ projects, driving innovation and promoting cross-functional collaboration.
- Promoted to UX Designer II in Fall 2022, recognized for key contributions to the successful beta launch.
- Responsibilities include UX/UI design, user research, service design, defining experience milestones, leading cross-functional workshops, and developing both MVP and scalable future visions for the business solution.

### Product Manager

Solbridge Energy Advisors

CMU HCII Capstone

Winter 2020 - Spring 2021

- Orchestrated **end-to-end development of an interactive web-based dashboard**, educating potential residential and commercial customers on solar inverters while providing current customers with a platform to monitor their systems.
- Exceeded project delivery expectations, **completing ahead of schedule and under budget**, through close collaboration with a nimble, four-member cross-functional team.
- Demonstrated strong project management skills, leading the team with precision to achieve project objectives and meet client specifications.
- Effectively balanced timelines, resources, and stakeholder expectations, consistently delivering outstanding project results.

### Product Manager

Sonos Inc.

Internship

Summer 2020

- Pioneered the exploration, standardization, and execution of a **new feature in the Sonos S2 app**.
- Led the formulation of requirements and UX definition for both the Minimum Viable Product (MVP) and future innovations.
- Managed project delivery efficiently, ensuring seamless alignment with objectives and timelines.
- Gained valuable experience in developing novel features within an established UX and engineering framework, including research, strategic planning, and implementation.

### Designer

GrowSquares

Part-time Internship

Fall 2019 - Spring 2020

- Played a key role in **developing a design system from the ground up**, ensuring cohesive visual elements for seamless brand consistency.
- Created compelling high-fidelity product renders, strategically securing investor support and opening funding opportunities.
- Designed both low and high-fidelity UI mockups and user flows, enhancing interface design for visual appeal and user intuitiveness.

## EDUCATION

### Carnegie Mellon University

Human Computer Interaction &

Architecture, Interaction Design

College Honors, Deans List

## TOOLS

Figma

Miro

Adobe CC

Atlassian

Sketch

HTML/CSS

## SKILLS

UX/UI Design

Interaction Design

Iterative Prototyping

User Research

Storyboarding/Wireframing

Cross-Functional Collaboration