



# KARMUKIL MAYILVAGANAN

PRODUCT DESIGNER | UI | UX | XR



Portfolio



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## PROFILE

Hi! I'm Karmukil, a passionate product designer (UI | UX) with **7+** years of experience, worked across different domains with a rich background in SaaS platform, B2C and B2B product designs involved in creating **user-centric design**, problem solving and engaging end-to-end experiences for **websites and mobile products** with the knowledge of front end development, visual design, interaction design for **XR (UI)** and AI.

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United Kingdom

## CERTIFICATION

### XR PROFESSIONAL CERTIFICATION

2024

XR Experience - AR/VR Designer  
London, UK

## EDUCATION

### MASTER OF ENGINEERING

2014 - 2016

Computer Science Engineering -  
Anna University

### BACHELOR OF TECHNOLOGY

2012 - 2014

Information Technology -  
Anna University

## WORK EXPERIENCE

### Product Designer



2020 - 2023

- Tata Consultancy Services being one of leading IT, consulting and business solutions organizations , got an opportunity to work on multiple projects in different domains.
- As a End to End Product designer(**UI/UX/User flow/wireframing & prototyping**) my major responsibility is to understand the problem of product/service and target audience. Ideate and giving a solution to the problem (Problem solving). Coordinating with team members and other stakeholders to ensure the solution is feasible and align with the overall product vision. Usability test.
- My core responsibilities are:
  - To take ownership of projects, from concept through to completion and working across multiple project deadlines.
  - To create user-centric designs that can help to improve the user experience and increase customer satisfaction.
- Have been worked on (**Metaverse - VR**) - Banking domain in creating a Virtual Reality Banking Environment incorporating **world space UI & 3D elements** within it which touts to be the next gen of banking domain.



### Graphic Designer



2017 - 2019

- My journey began with 2adpro, a unique global design and technology services company. My major responsibilities had been creating visually rich graphic designs for advertisements, logos, posters, brochures, websites, social media graphics, etc.,
- Some of my other key responsibilities were collaborating with copywriters, photographers, and other professionals to create well-rounded designs.

## DESIGN SKILLS

USER EXPERIENCE



PROTOTYPING



VISUAL DESIGN



DESIGN SYSTEM



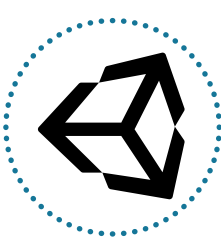
DESIGN THINKING



INTERACTIVE DESIGN



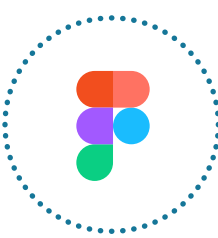
## TECHNICAL SKILLS



Unity



Blender



Figma



Adobe XD



Sketch



InDesign



Illustrator



Photoshop