Har Suyash Bahadur Sinha

harsuyash07@gmail.com | LONDON, UNITED KINGDOM

5 years of experience in product design, systems thinking and *futures thinking*. Skilled in qualitative research, visual communication, and multi-modal prototyping. Focused on applying creative and analytical tools to advance sustainable and inclusive futures.

Education

MDes in Design Futures *from* Royal College of Art, London

SEP 2024 – AUG 2025

Bachelor of Design *from* Indian Institute of Technology, Bombay

JUL 2017 – JUN 2021

Work Experience

Design Futures Research *with* Castlehaven Community Association

3 MONTHS (MAY 2025 – JULY 2025) | LONDON

- Qualitative research using Normative Futures Visioning, Futures Wheel, and stakeholder interviews, linking residents' future hopes and fears to climate risks and vulnerability.
- Synthesised participatory data with literature reviews and expert interviews to graphically illustrate future scenarios for community-led climate adaptation.
- Prototyped an interactive climate-engagement installation using card-based mechanics for public events, to engage residents and assess local needs for advocacy.

Product Designer *at* Postman Inc. (API Client)

3 YEARS (JULY 2021 – JULY 2024) | BANGALORE

- Responsible for improving the experience for API test automation flows in Postman, working closely with developers from research to problem framing and crafting high-fidelity prototype.
- Identified new product opportunities and long-term strategy directions by synthesising insights from 15+ in-depth user interviews, mapping real-world API workflows.
- Improved reliability of API testing through a 29% drop in unresolved variable errors, achieved by implementing color-blind accessible redesigns of error states.

Game Design Intern *at* Center for Social Emotional Learning, New Delhi

JUNE 2020 | REMOTE

- Designed board and card games to help 8–10-year-olds express unpleasant emotions.
- Collaborated in a cross-disciplinary team of four, contributing design research and ideation while learning from other experts in psychology and education.

AR Apprentice *under* a Google Lens Designer

2 MONTHS (APRIL – MAY 2020) | REMOTE

- Designed inclusive AR interactions for emergent users, focusing on accessibility and usability for those with low digital literacy.
- Introduced progressive disclosure patterns in 3D space and contextual spatial instructions to improve placement and manipulation of large-scale AR objects.
- Developed multiple Unity prototypes to A/B test different interactions and iterated based on feedback from emergent AR users till a frictionless experience was achieved.

Skills

User Research:	Interaction Design:	Strategy:
Contextual Inquiry	Wireframing	Systems Mapping
Usability Testing	Prototyping (Figma)	Causal Loop analysis
Affinity Mapping	UI Design (Figma)	Trends & Drivers Analysis
Journey Mapping	Typography	Weak Signal Mapping
Accessibility Evaluation	Video Editing (Premiere Pro)	Scenario Planning

Academic Projects

More-than-human Futures for Regenerative Agriculture (MDes):

PRESENTED AT THE **NEW DESIGNERS EXHIBITION 2025, LONDON**

- Conducted secondary research to identify problems and opportunities in regenerative agriculture and food systems.
- Synthesised using trend analysis, driver mapping and scenario planning to develop future-focused insights for human-soil organism interactions.
- Prototyped more-than-human interactions between humans and soil organisms using a Wizard of Oz Unity prototype and an AI-assisted interface.

Online Teaching Tool for Cognitive Engagement *(IIT Bombay)*

- Researched student disengagement using Self-Determination Theory and Design-Based Research to address psychological barriers in online class participation.
- Used qualitative and quantitative methods like self-reported Likert, interviews, and t-tests to evaluate design intervention, increasing engagement and support-seeking in classrooms.

Volunteer Work

Teach for India Volunteer

SEP 2023 – MAR 2024

- Provided art-integrated education to 4th-grade students in a government school in Bengaluru.
- Improvised teaching techniques by co-creating artefacts and gamifying learning.

https://www.createwithsuyash.com