SANOOP MENON
Product Designer

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EXPERIENCE

Product Design Intern, Microsoft
Oct 2023 – Nov 2024
- Led the design of Jugalbandi Studio, an AI-powered no-code platform.
- Collaborated with 10+ NGOs, agencies & partners to ensure alignment.
- Developed tailored deliverables to meet diverse stakeholder needs.
- Conducted comprehensive research on Conversational AI, analyzing best practices & user behaviour to inform key platform features.
- Microsoft CEO Satya Nadella presented our work at India Keynote 2024.

Product Design Intern, TCS
Jan 2023 - Jul 2023
- Led the incubation of the 'Generative AI for Enterprise'(now Wisdom Next).
- Facilitated Design Thinking, guiding ideation, prototyping, and testing.
- Collaborated with senior leadership to align project with strategic goals.
- Conducted qualitative research with 15+ participants to inform design.
- Identified opportunities amidst ambiguous & evolving objectives.

VR Designer, ART Science BLR *(Academic Collab)*
Nov 2022 - Dec 2022
- Designed & programmed a VR Exhibition Experience along with customizable dashboard for an art archival website, enabling 200+ artists to easily personalize their exhibitions.

Product Designer, Paper Crane *(Academic Collab)*
Oct 2022
- Designed & engineered affordable assistive tech prototypes for people with intellectual disabilities at SIA NGO.

UX Designer, Indian Sonic Research Org *(Academic Collab)*
Mar 2022 - Apr 2022
- Worked on interface design, circuitry, 3D printing, and programming for Ambisonic microphones, enabling 360° audio capturing at Bramha Microphones.

User Researcher, Odisha Govt *(Academic Collab)*
Nov 2021 - Dec 2021
- Conducted field research on the Golden Grass Handicraft Industry for Odisha Government's SIDAC Department in collaboration with SELCO Foundation to inform the SANKALP Skill India project.

EDUCATION

M.Des Human Centered Design
Srishti Manipal Institute, Bengaluru
2021-23

B.E Computer Engineering
SIES GST, Mumbai University
2016-20

SKILLS & SOFTWARES

Wireframing, Mockups, Rapid Prototyping, AR/VR Design, Conversation Design, Game Design, Programming

Contextual Inquiry, Field Study, Ethnography, Personas, Journey Maps, Competitor Analysis, Qualitative & Quantitative Analysis, A/B Testing, Information Architecture, Usability Testing

Figma, Adobe Suite, Blender 3D, Unity, Arduino, Procreate, Notion, Miro

CERTIFICATIONS

AIR 34 CEED 2020 IIT Bombay
Social Impact Award (Microsoft Hackathon)
Google UX Design (Coursera)
IDF courses (multiple)
Technical Courses (multiple)

VOLUNTEERING

SIES Council Tech Team
- Designed college's app & website with over 2000 users.
- Taught design & coding through game dev.

National Service Scheme (NSS)
- Organized & participated in various community service events.