Sobika Thapa

Product Designer

Portfolio 🗗 LinkedIn in GitHub 🔾

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Product Designer with 2+ years of experience crafting AI-powered, responsive interfaces. Proficient in Figma, Framer, and React, with a strong foundation in UX strategy and front-end collaboration. Demonstrated success in enhancing user satisfaction, reducing development time, and improving accessibility compliance.



Technical: Figma, Framer, Photoshop, After Effects, Miro, Maze, JIRA, FigJam, Looker, Amplitude, Notion, WCAG Programming & AI: React, Tailwind, HTML, CSS, JavaScript, Git, Python, Claude, Cursor AI, v0, Bolt

A EXPERIENCE

Product Designer (Contract)

Jun 2024 - Jun 2025

New York, NY Fusemachines. Inc

- Reduced user error by 5% by designing scalable UIs for an AI-powered document processing platform using **Figma**, which improved task accuracy.
- Cut development time by 20% by building reusable UI components in Figma and React, boosting design-todev handoff and increasing engineering team efficiency.
- Increased user satisfaction by 13% after leading usability tests via Maze, improving customer retention.

UI Engineer (Contract)

Sep 2023 – Apr 2024

Archive Nepal

New York, NY

- Reduced bounce rates by 15%, converting interactive Figma prototypes to responsive web pages using Framer, improving desktop and mobile usability.
- Improved page load time by 18% with optimized React components, to optimize performance and boost visitor retention.
- Improved accessibility compliance (WCAG) by redesigning UI elements and color contrasts on Figma, making the platform more inclusive.

UX Designer Oct 2022 – May 2023

The College of Wooster

Wooster, OH

- Increased call-to-action conversion by 12% through A/B testing to refine layout and content hierarchy.
- Boosted engagement by 10% by improving page load time through asset compression and lazy loading.
- Drove a **20% rise** in **click-throughs** by designing **digital assets** using **Photoshop** for marketing campaigns.

Human-Computer Interaction Researcher | Raspberry Pi, Electric Paint

Aug 2022 – Apr 2023

The College of Wooster

Wooster, OH

- Researched the evolution of Human-Computer Interaction and implemented the principles to design **interactive appliances** in a non-digital surface (canvas).
- Investigated the potential of Electric Paint to create appliances on a physical canvas that outputs light and sound via LEDs and speaker when the user touches certain areas on the canvas.

EDUCATION

The College of Wooster 2019 - 2023 Wooster, OH