Sobika Thapa

Product Designer

Portfolio 🗗 LinkedIn in GitHub 🔾

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Product Designer with 2+ YOE crafting Al-powered interfaces. Specializes in Figma, UX strategy, and front-end tools (Framer, React), driving engagement gains up to 40% and streamlining workflows across platforms.



EDUCATION

The College of Wooster

2019 - 2023

Bachelors of Arts in Computer Science | GPA: 3.7, Cum Laude

Wooster, OH



SKILLS & INTERESTS

Technical: Figma, Framer, Photoshop, Illustrator, WordPress, Miro, Maze, JIRA, FigJam, Notion, WCAG Programming: React, Tailwind, HTML, CSS, JavaScript, Git, Python, R, SQL, Cursor AI, v0, Google Analytics



EXPERIENCE

Product Designer (Contract)

June 2024 – April 2025

Fusemachines. Inc New York, NY

- Designed scalable UIs for AI document processing platform using Figma reducing user error by 5%.
- Developed reusable UI components in Figma and Framer, reducing development time by 20%.
- Led usability and A/B tests, resulting in a 13% increase in user satisfaction through preferences and behavior analysis.

UI Engineer

Sep 2023 – April 2024

Archive Nepal

New York, NY

- Converted interactive Figma prototypes to responsive web pages using React and Tailwind, reducing bounce rates by **15%.**
- Implemented React components optimizing website performance and reducing load time by 18%.
- Enhanced social media previews with **Figma** and **React renders**, boosting user engagement by **7%**.

UI/UX Designer

Feb 2023 – May 2023

The College of Wooster

Wooster, OH

- Secured a 12% increase in key call-to-action conversions and optimized website design through A/B testing.
- Optimized page load time by compressing assets, lazy loading, resulting in better performance and 10% boost in user engagement.
- Designed digital assets for marketing campaigns using Photoshop, boosting click-through rates by 20%.

Data Analyst

May 2022 – July 2022

Aetna, A CVS Health Company

Hartford, CT

UI/UX Designer

May 2021 – July 2021

Deerhold Pvt. Ltd.

Lexington, MA

PROJECTS

Senior Independent Study | HCI, Raspberry Pi, Electric Paint | Link

Aug 2022 – April 202

- Researched the evolution of Human-Computer Interaction and implemented the principles to design interactive appliances in a non-standard way.
- Investigated the potential of Electric Paint to create appliances on a physical canvas that outputs light and sound when the user touches the canvas.