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Shivam Patsariya

Product Designer

With 8+ years of experience designing digital products across telecom, e-commerce, SaaS, and advertising, I specialize in transforming complex problems into intuitive, high-impact experiences. I bridge business and user needs through design systems, motion, and product strategy, delivering measurable outcomes across mobile and web.

EXPERIENCE

Product Design Lead

December 2021 - Present

Virgin Plus

Led the end-to-end redesign of the MyBenefits mobile app used by 2M+ active users, collaborating with PMs and engineers across iOS, Android, and web.

- Reimagined the app experience to solve critical usability and accessibility issues, increasing App Store rating from $1.3 \star to 4.5 \star$.
- Designed "GetOnThis" event ticket redemption flow, eliminating 3rd-party redirects and keeping users in-app — improving conversion and event access speed.
- Launched a gamified rewards experience, increasing feature engagement by 75% and boosting average session time by 55%.
- Rolled out a full UI/UX overhaul aligned with new brand identity, improving user retention and satisfaction

Sr. Analyst - Visual Design

December 2021 - December 2023

Accenture

Delivered high-impact visual content for internal teams and government clients in the US and India, aligned with learning and communication goals.

- Designed learning content, explainer videos, emailers, and digital creatives for multiple L&D and training initiatives.
- · Collaborated with team leads and external stakeholders to understand requirements and deliver onbrand, timely creative solutions.
- Improved turnaround time by 20% through efficient stakeholder communication and design iteration.
- · Maintained consistent visual quality across formats including motion graphics, interactive media, and presentations.

Senior Graphics Designer

November 2021 - November 2023

Media.net

Produced high-volume, multi-format marketing creatives to support global ad campaigns, product launches, and app visibility.

- Designed emailers, ad banners, app UI mockups, Play Store/App Store assets, and high-conversion animated ad videos.
- Introduced component-based ad creative library, enabling scalable production across multiple dimensions and resolutions.
- Implemented email templating system for faster creative delivery, reducing turnaround time by over
- Collaborated with BDMs, analysts, PMs, and devs to ensure alignment on performance goals and crossplatform delivery.
- Led A/B testing initiatives that boosted creative performance and contributed to a 33% increase in user reach and direct revenue growth.
- Pioneered the use of animated ads, accelerating production cycles and campaign deployment.

Product Designer

June 2020 - September 2021

Flipkart (A Walmart Group Company)

Led the **UX and visual design** for multiple high-impact Flipkart initiatives including **India's first social** commerce app, reaching millions of users.

- Designed end-to-end interfaces for 2Gud Social Commerce and Shopsy, enabling users to shop directly from video content, merging entertainment with e-commerce.
- Shaped the experience for reseller-driven social commerce through Shopsy, streamlining discovery, carting, and earning workflows.
- Delivered marketing assets for SuperCoin, 2Gud, and Shopsy including push notifications, emailers, ad
- creatives, and promotional videos. • Collaborated with merchandisers, business analysts, and devs to iterate rapidly and align with business growth targets.
- Contributed to the launch of Flipkart's Al assistant "Flippi", designing onboarding flows, microinteractions, and animations for intuitive guidance.
- Achieved 89% app engagement rate and drove app ratings to 4.7★ through polished UX and highperformance design.

Customer Experience Lead

April 2019 - June 2020

NextGen Invent Corporation

Led design initiatives to enhance client-facing websites and internal tools, focusing on usability, accessibility, and visual appeal.

- Designed social media creatives, promotional videos, and brand assets to support marketing campaigns and client acquisition.
- Redesigned client websites and apps, resolving major usability and accessibility issues to improve engagement and user satisfaction.
- Collaborated closely with developers and PMs to execute seamless handoffs and align design with product functionality.
- Contributed to improved site rankings and user reach through design-driven enhancements across multiple client platforms.

Creative Director

February 2018 - January 2019

OdinMo (Msewa Software Solutions)

Designed and launched white-labeled mobile wallet and prepaid card apps for national and global banks, enabling millions to access seamless financial services.

- Led end-to-end design for mobile wallets that allowed users to send/receive money, pay bills, buy tickets, and more — tailored for financial institutions and micro-finance clients.
- Developed the UX/UI for India's first user-controlled prepaid card system, enabling users to load funds and manage cards directly via app or web, secured with bank-level protocols.
- Partnered with developers, testers, BDMs, and client stakeholders to ensure regulatory and brand
- Boosted app engagement time by 30%, resolved over 18+ broken flows, and raised app rating to 4.5★

Software Engineer

July 2016 - January 2018

Launchers World Software

through streamlined experience design.

Specialized in designing high-performance Android phone launchers, downloaded and loved by 20M+ users worldwide.

- Created and launched 20+ custom Android launchers, each featuring unique UI concepts and personalized themes — consistently rated $4 \pm +$ on the Play Store.
- Designed Play Store assets, including feature graphics, banners, and videos, that helped boost visibility and user acquisition.
- Developed and maintained WordPress websites to promote launcher products and support user
- engagement. • Delivered polished UI design with a focus on performance, personalization, and aesthetic consistency.

EDUCATION

Graduate Certificate

GPA 3.5

Global Business Management Sir Sandford Fleming College, Canada

Computer Science Engineering

Bachelors of Engineering

Jiwaji University

SKILLS

Design

Tools

User Experience, UI, Product thinking, Interaction design, Visual design, Motion Design, Prototyping, Wire framing, Design System, User Centric Design, User testing

Figma, Motiff, Framer, Principal, Invision, Illustrator, Photoshop, After Effects, Protopie, Adobe XD, Premiere

Soft-Skills

Design leadership, Managing cross-functional teams, Mentoring, Culture building