

THAMIZH SELVAN

UX & PRODUCT MANAGEMENT

I'm a Product Manager with 6 years of experience at the intersection of UX and product. I've led discovery, shaped roadmaps, and launched features that helped early-stage products grow, including securing funding and landing our first paying customer. I've also integrated Gen AI into the product to turn feedback into actionable insights and uncover new opportunities. I'm looking for remote PM roles where I can bring strong design instincts and product sense to build products.

[Portfolio](#)

[Linkedin](#)

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WORK EXPERIENCE

6 YEARS

Product Manager

Shorter Loop | Remote | Jan 2024 - Jun 2025

- Talked to users, ran surveys, and looked at competitors to figure out what we should build next, this shaped our roadmap.
- Worked closely with engineering to launch three key features that helped us land our first customer and raise \$250K in funding.
- Built the first version of our design system and set up quick feedback loops to keep improving the product experience.
- Took the product from idea to launch, integrated Gen AI to extract insights from user feedback, and supported early go-to-market efforts.

UX Designer

Shorter Loop | Remote | Dec 2022 - Dec 2023

- Identified substantial gaps between user expectations and existing features through comprehensive research and analysis.
- Validated findings by conducting surveys among the user base and presenting data to the team, highlighting the need for improvements.
- Led the redesign efforts, collaborating with development team to enhance usability, improve navigation and streamline onboarding user flow.
- Achieved significant improvements in overall user satisfaction and contributed to a better product experience.

UI UX Designer

Phantom FX | Remote | Feb 2021 - Oct 2022

- Achieved user-friendly designs for a collaborative VFX project management application, connecting eight departments, resulting in streamlined production processes.
- Conducted impactful user research, identifying critical pain points and implementing solutions to improve efficiency.
- Successfully created and maintained a design system, ensuring consistent and efficient design practices.
- Significantly increased the System Usability Scale (SUS) score from less than 10 to an impressive 90%, and boosted adoption rate from 10% to a remarkable 97%.

EDUCATION

MS Software Engineering

Vellore Institute of Technology

SKILLS

- User Research
 - User Surveys
 - User Interviews
 - Usability Testing
- Information Architecture
 - Competitive Analysis
 - Product Strategy
 - Design Strategy
- Product Strategy
 - Product Roadmaps
 - Experiments
 - Cross-functional Collaboration