

Prashant Kumar

DESIGNER | COMPLEX SYSTEMS AND EMERGING TECHNOLOGIES

[My Portfolio](#) | [My LinkedIn](#)
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UX and Product Designer with 4+ years of professional experience in user research, interaction design, service design, and design strategy across enterprise and emerging technology contexts. Skilled in end-to-end design processes, including discovery, ideation, prototyping, usability testing, and delivery. Experienced in building design systems, information architecture, and cross-platform user interfaces. Recently completed a Master's at the Royal College of Art in Information Experience Design, focusing on immersive mediums, AI, and VR. Passionate about creating human-centred, accessible, and innovative user experiences.

EXPERIENCE

IBM – Senior UX Designer

Bengaluru | July 2021 - August 2024

- Led end-to-end UX design for a [digital platform](#) used by underwriters at a Global Credit Insurance company. Improved workflow efficiency and designed scalable UI design systems.
- Conducted user research, usability testing, journey mapping, and wireframing to enhance customer and employee experiences.
- Collaborated with cross-functional agile teams, including developers, business analysts, and product managers.
- Delivered workshops on design thinking, accessibility, and agile methodologies to internal teams.
- Recognised for winning IBM design challenges in [AI](#), [service design](#), and graphic design.

PricewaterhouseCoopers – Associate UX Designer

Bengaluru | July 2020 - June 2021

- Designed enterprise software solutions and internal digital platforms as part of the UX team.
- Created wireframes, interactive prototypes, and interaction flows to support business applications.
- Contributed to design strategy and visual design, ensuring alignment with brand and accessibility standards.

Incubate Hub - UI/UX Design Intern

Bengaluru | June 2019 - July 2019

- Sole designer for a new [SaaS platform](#) connecting creators/influencers with corporates, working on user journey mapping, content strategy, interface design, and prototyping.
- Collaborated with business managers on platform strategy and business model.

Society for Innovation and Development (SID), IISc – Product Design Intern

Bengaluru | May 2019 - June 2019

- Designed and developed a smart water bottle product with a micro-enterprise partner.
- Contributed to concept design, business model development, and product prototyping.

Atelier ARCAU - Intern Architect

Vannes, France | January 2017-June 2017

- Developed architectural and schematic design models and drawings of urban development, residential and housing projects. Worked on conceptual design, CAD plans, 3D modelling, physical models and visualisation of [diverse projects](#).
- Managed the graphic design and presentation of proposals for project presentations and client meetings.

EDUCATION

Royal College of Art, London – Information Experience Design (MA)

September 2024 - September 2025

- Learnt about immersive mediums, speculative design and designing for more than human experiences.
- Designed and built a [VR 'learn and build' immersive experience](#) for STEM-related topics.
- Designed an [interactive social experiment](#) to show how our attention is manipulated online.

Indian Institute of Science, Bengaluru – Master's in Product Design and Engineering (M.Des)

July 2018 - May 2020

- Gained interdisciplinary skills for the overall product development, blending design, engineering, and business perspectives, with a strong focus on research.

School of Planning and Architecture, Bhopal – Bachelor's In Architecture (B.Arch)

July 2013 - May 2018

- Developed skills in design thinking, 3D design, prototyping, visual design, and project management through [diverse projects](#), including residences, housing, hotels, museums, urban design, and experimental architecture.
- Designed a housing project for [resettlement due to coal mines](#) and underground fires in Dhanbad, India, as a part of my thesis.

SKILLS

UX & Research: User research, ethnographic research, usability testing, personas, journey mapping, service blueprinting, accessibility (WCAG), design thinking, agile design

Design & Interaction: Wireframing, prototyping, information architecture, interaction design, design systems, microinteractions, visual design, motion design

Strategy & Collaboration: Design strategy, product strategy, workshop facilitation, agile/scrum collaboration, stakeholder engagement, cross-functional teamwork

Emerging Tech: VR design, AI applications, 3D and Game design, interactive installations

TOOLS

UX/ UI: Figma, Sketch, Adobe XD, Webflow, Invision

Graphic Design: Photoshop, Illustrator, InDesign, Procreate

Game Design | VR Tools: Unreal Engine, Unity (Basics)

Interactive: TouchDesigner (Basics)

Video: Da Vinci Resolve, After Effects, Premiere Pro (Basics)

3D & Rendering: Blender, Fusion 360, Rhinoceros 3d, Keyshot (Basics), V-Ray

Architecture: AutoCAD, Revit, SketchUp, Lumion

LANGUAGES

English (Fluent), Hindi (Native), French (DELF A1), Angika (Basics)

ADDITIONAL EXPERIENCE

Training & Placement Coordinator: Design and Manufacturing Department, IISc, 2019-2020

Managed student-industry relations for my department; organised placement drives and coordinated with recruiters.

Design Committee: Students Council, IISc, 2018-2019

Led graphic design and related responsibilities for student events at IISc, including the 2018 cultural festival Sangam.

AWARDS AND RECOGNITION

1st prize: IBM iX Gen AI Hatch-a-thon, 2024

Designed and prototyped an [AI application](#) using IBM Consulting Assistant to enhance the Doctor-patient experience at Fortis Hospital. Awarded for the most effective solution/approach, as judged by the jury.

Top 5: IBM iX Service blueprint challenge, 2023

Designed service blueprint and customer-driver experience for [reintroducing cab-sharing](#) in apps like Uber/Ola post-COVID, with added women's safety features, improved revenue model, and low-carbon incentives.

Top 5: World Interaction Design Day (IXDD) Designathon, Hyderabad, 2019

Designed a [speculative card and digital game \(Crookonomics\)](#) to simulate economics and corrupt behaviour in the world.

Top 6: UNESCO Louis I Kahn Trophy, 2014

Documentation, analysis and design interventions for Baiju Bawra Haveli, Chanderi, India

Most Innovative Design: Integral Studio, S.P.A.Bhopal, 2013

Temporary Shelters and Settlement Planning for Simhasta (once a 12-year holy festival) Yatris in Ujjain