

# Nithya Duggaraju

## Product Designer

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Based in the San Francisco Bay Area    U.S. Citizen

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Product design for agentic AI-powered platforms. Figma, Photoshop, Lightroom, Illustrator, and AI design tools.

Check out my portfolio: [www.nithyadesigns.com](http://www.nithyadesigns.com)

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## Education

**University of Michigan, Ann Arbor** – School of Information | Ann Arbor, Michigan

*Master of Science in User Experience Research and Design*

- **Key Coursework** : Vibe Coding (Claude Code), Product Management, Principles of User Experience, Automotive UX, Designing Consumer Health Technologies, Pervasive Interaction Design (Internet of Things), HTML/CSS

**University of California, Davis** – College of Letters and Sciences | Davis, California

*Bachelor of Arts in Design*

- **Key Coursework** : New Frontiers in Generative AI, Wearable Technology, Graphic Design, Java/Python, Coding For Designers, Research Methodology in Psychology

## Work Experience

**atronous.ai** | Bay Area, California (Remote)

*User Experience Designer*, May 2025 – Present

- Designed the end-to-end customer portal experience, streamlining **agentic AI-powered product catalog management**.
- Coordinated with developers and leadership to **translate agentic AI workflows into intuitive, user-friendly experiences**.
- Produced interactive Figma prototypes and design systems that **simplified complex data pipelines**.
- Built **UI experiences for an LLM-powered (GPT/Gemini) business-to-business platform**, ultimately **boosting client numbers by 2.4x within 8 months**.

## Patasala

*UI/UX Intern*, January 2023 – January 2024

- Implemented core features like payments, enrollments, scheduling of an **educational technology** mobile app in Figma.
- **Adapted high-fidelity interfaces** to academic cycles by surfacing seasonal priorities on the homepage, such as enrollments at term start and exam results at year end.
- **Iterated on designs** based on **stakeholder feedback** to translate research insights into user-centered design solutions.

## Project Experience

**Teachers' Lounge**, January 2026 – April 2026 (\*1st place winner of UMSI Exposition at University of Michigan)

- Created a **mobile app to support and improve retention** of new K-12 teachers with a secure community and resources.
- Validated design decisions through **competitive analysis, user interviews, and user testing with 15+ participants**.
- Collaborated with a team to develop wireframes, a **design system**, and a fully **interactive high-fidelity Figma prototype**.

**Atlas 2.0 – Product Management**, October 2025 – December 2025

- Presented a **product redesign proposal** to students and faculty at the University of Michigan, advocating for a more efficient and student-centered process to course selection and planning.
- Devised a Product Requirements Document and Market Requirements Document, highlighting **market research, feature requirements, timelines, Go-To-Market strategy, and Key Performance Indicators**.

## Skills

- **User Experience Design for Agentic AI Platforms, Product Management**, Figma, Wireframes, Interactive Prototypes, **Product Design, User-Centered Design**, User Journeys, User Research, Visual Design.