

# Nithya Duggaraju

## Product Designer

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

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Product designer specializing in agentic AI-powered platforms, creating intuitive experiences for LLM-driven products. Expert in Figma, Photoshop, Lightroom, Illustrator, and AI design tools, with a strong foundation in UX design.

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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

*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, September 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, Figma, Wireframes, Product Management, Interactive Prototypes, Product Design, User Journeys, User-Centered Design, User Research, Visual Design.