

JIJIN JOSE

Product Designer

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SUMMARY

Product Designer with 4+ years designing commercial apps end-to-end across iOS, Android, and web. I turn complex workflows into simple, elegant products — from research and wireframing to prototyping and shipping detail-driven flows. I partner closely with product, engineering, and data to define customer needs, own key metrics, and improve release performance, backed by a Computer Science background that lets me prototype in code and collaborate deeply with engineers.

EXPERIENCE

Co-Founder & Product Designer

Aug 2025 – Present

Sky Hostings (sky-hostings.com) · SaaS

Remote

- Co-founded a SaaS product that simplifies game-server hosting; own product strategy, end-to-end design, and the cross-platform design system in a fast-paced startup environment.
- Grew the product to **1,800+ active users**, acquiring **200+ active users in the first month** post-launch through a focused, friction-free onboarding flow.
- Designed and shipped end-to-end web flows and prototypes, then reviewed release performance to iterate on activation and retention.

UX Designer

2021 – 2024

Kutung Design Labs

Chennai, India

- Tyme — *“meetings, made simple”*: Designed a cross-platform (iOS, Android, web) meeting manager as Product Designer & UX Researcher in a team of 3 designers and 7 engineers over 9 months. Ran research with 30 participants; post-launch surveys showed **73% improved calendar management, 69% lower meeting fatigue, and 63% less app-switching**.
- Nippon Ninja (Nippon Paint) — Redesigned a field-sales home-assessment PWA for tablet and mobile, restructuring wall-by-wall data entry into a room-level model. Cut assessment time **40% (45–50 min → 25–30 min)** and estimate prep from 20 to 10–12 min.
- Madras Leather — Designed a four-module manufacturing ERP for a **5,000+ employee** factory. Led 3+ weeks of on-site research, built the cross-platform design system, authored PRDs, and supported 15 engineers through implementation.
- Partnered with product owners, engineers, and stakeholders to define customer needs and own key metrics; ran guerrilla and customer-testing sessions to validate flows.

Product Design Intern

2019 – 2020

FULL Creative

Chennai, India

- Designed the voice-chat feature for *Anywhere.app*, a remote-work collaboration platform — prototyping and iterating across multiple versions to refine the interaction flow.
- Designed shared learning features for Skilled U, the company’s internal learning tool, improving how employees navigate and complete training content.

SKILLS

Design: Design Thinking, User Flows, Information Architecture, Wireframing, Sketching, Storyboarding, Micro-interactions, Typography & Grids, Design Systems

Prototyping: Rapid prototyping in Figma, high-fidelity prototypes with OpenAI Codex & Claude Code

Research: Usability Testing, Heuristic Evaluation, A/B Testing, Affinity Mapping, Root Cause Analysis, UX Audit

Leadership: Strategic Vision, Design Leadership, Stakeholder Management, Cross-Functional Collaboration, Problem Solving

Software: Figma, Sketch, Photoshop, Spline, Jira, Miro, FigJam, Notion

EDUCATION

Master of Design Management, Coventry University, UK (2025) | **B.E. Computer Science & Engineering**, Anna University, Chennai (2020)