

Manya Mankad

Product Designer & Design Engineer — AI and Emerging Technology

Bengaluru, India · Open to remote-first, hybrid, and relocation

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SUMMARY

Product designer who also ships the build — user research and interaction design through to working code. Recently a full-stack AI market-intelligence agent built in one week; day to day, enterprise B2B and white-label healthcare platforms with distributed engineering and research teams.

SKILLS

Product & Interaction Design: Product Design · UX Design · Interaction Design · User Research · Usability Testing · Wireframing · Prototyping · Information Architecture · 0-to-1 Product Design

Design Systems: Design Tokens · Component Libraries · Multi-brand Theming · Accessibility (WCAG-aware) · Salesforce Lightning Design System · MCP-ready Component Architecture · Design-to-Engineering Handoff

AI & Engineering: AI Product Design · LLM Orchestration · Prompt Engineering (structured JSON) · Agentic & Autonomous Systems · Google Gemini · OpenRouter · Python · FastAPI · Pydantic · REST APIs · React · JavaScript · HTML/CSS · C# · C++ · Extended Reality (XR)

Tools: Figma · Figma Make · Claude Code · Unity · Unreal Engine · Blender · Adobe Creative Cloud · Git/GitHub

EXPERIENCE

Capgemini — User Experience Designer / Associate Consultant

Bengaluru, India · Aug 2025 – Present

- Designed a B2B spare-parts marketplace for a European rail operator on Salesforce Lightning Design System, spanning 68 product listing pages, bulk-order carts, and operational dashboards.
- Architected a three-tier design token system (primitive to semantic to component) in Figma for a white-label healthcare platform, letting clients rebrand without touching a component file; built the full design system from an initial brand palette.
- Owned the customer accounts experience end-to-end and designed around Salesforce limits on in-cart search using seller grouping, pagination, semantic status color, and a persistent cart summary.

Academy Software Foundation (Linux Foundation) — Apprentice

Remote · Jun 2024 – Aug 2024

- Selected as 1 of 21 participants globally for a program in real-time graphics and interactive systems; mentored by professionals from Weta FX and DNEG.
- Designed interactive environments in Unreal Engine and built Python workflow tooling that improved efficiency across production pipelines.

Trainly — UI/UX Designer

Remote · May 2024 – Aug 2024

- Designed user flows, interaction models, wireframes, and prototypes for a gamified fitness application; ran usability testing and shipped features with developers across Agile sprints.

SELECTED PROJECT

Signal — Autonomous AI Market-Intelligence Agent

Full-stack build · Zuup Hackathon 2026, Agentic & Autonomous Systems track · 1 week · Team of 3

- Designed and built an autonomous agent that investigates a market and returns a scored, evidence-backed intelligence report covering opportunities, competitive landscape, and risks.
- Architected a six-stage evidence-to-intelligence pipeline on a Python/FastAPI backend with Pydantic models; orchestrated Google Gemini 2.5 Flash with OpenRouter routing extraction across multiple LLMs under enforced JSON schemas.
- Integrated four live evidence sources (DuckDuckGo Search, YouTube Data API, Google Trends, Product Hunt) and designed the investigation UI so every recommendation traces back to its evidence; deployed on Render.

EDUCATION

Srishti Manipal Institute of Art, Design and Technology — B.Des, Human-Computer Interaction · 2021 – 2025

Merz Akademie, Stuttgart, Germany — Semester Abroad, New Media Program · 2023

CERTIFICATIONS

UX Design (Google) · Human-Computer Interaction (Interaction Design Foundation) · Extended Reality (University of Michigan)