

KARTHIK RAHUL NAMANI

UX Manager | Sr. Product Design Consultant · Enterprise & B2C UX · Design Systems · AI-Native Product UX

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PROFESSIONAL SUMMARY

UX manager and senior product design consultant with 10+ years designing complex, high-stakes products across healthcare, aviation, telecom, B2B commerce, and consumer platforms, scaling to 70M+ users. I lead by both guiding and building: I manage and mentor a 5-person team within MOURI Tech's 24-person practice while staying hands-on across research, interaction design, prototyping, and high-craft delivery. I own shared design systems end to end, drive accessibility (WCAG 2.1 AA; fluent in 2.2 AA), and turn complex, ambiguous problems into simple, intuitive, measurable experiences. I work AI-native, using Claude, Cursor, and Figma MCP daily and designing AI/GenAI features with attention to transparency and trust, and I partner closely with Product and Engineering from discovery through shipped, data-informed outcomes. Master of Science (M.S.) in Game Design, HCI specialization, Full Sail University.

CORE COMPETENCIES

Design Practice: End-to-End Product Design (Discovery to Delivery), Interaction & UI Design, Complex Web, Mobile & Tablet UX, Information Architecture, High-Craft Visual Design, Prototyping, Accessibility (WCAG 2.1 AA; fluent 2.2 AA)

Design Systems: Building & Evolving Design Systems, Component Libraries, Design Tokens, Patterns & Standards, Consistency & Scalability, Design-to-Dev Handoff, Storybook

AI-Native UX: AI / GenAI & Agentic Product Design, AI-First Workflow (Claude, Cursor, Codex, Figma MCP), Predictions & Recommendations, Transparency / Control / Trust, Reusable AI Design Workflows

Leadership: Team Management & Mentorship, Hiring & Talent Development, Design Quality & Reviews, UX Strategy, Stakeholder & Executive Communication, Workshop Facilitation, Cross-Functional Leadership (Product & Engineering)

Research: User Research, Usability Testing, Data-Informed & Quant/Qual Decisions, In-Depth Interviews, Diary Studies, Heuristic Evaluation, Persona Development, Eye-Tracking (Tobii 2)

Tools: Figma, Figma Dev Mode, Figma Console MCP, FigJam, Storybook, Adobe Creative Suite, Maze, Hotjar, Miro, UserTesting, Jira, Confluence; AI / GenUX: Claude, ChatGPT, Gemini, Cursor, Codex, v0

Domains: Enterprise SaaS, Healthcare & Patient Support, Aviation & Operations, Telecom, B2B Commerce & Distribution, Consumer / B2C, IoT

PROFESSIONAL EXPERIENCE

Associate Manager — UI/UX (Design Manager & Hands-On IC)

Apr 2019 – Present

MOURI Tech — global IT services firm, 4,000+ employees, Fortune 500 clients | Hyderabad, India

Career progression: Technology Analyst (Apr 2019) → Specialist (Sep 2020) → Sr. Specialist (Mar 2021) → Team Lead (Mar 2022) → Associate Manager (Jan 2023)

Design Leadership & Hands-On Craft

- Lead and mentor a 5-person product-design team within a 24-person practice, setting design vision, running reviews and design QA, and owning hiring and capability growth while staying hands-on across concurrent Fortune 500 engagements.
- Own product design end to end, from discovery and research through interaction design, high-craft UI, and shipped delivery; translate complex, ambiguous problems into simple, intuitive, measurable experiences.
- Build and evolve shared Figma design systems and standards that scale across products and teams and accelerate design-to-development handoff; set and carry WCAG 2.1 AA accessibility benchmarks.

AI-Native Design & Cross-Functional Partnership

- Design AI-native and GenAI features (predictions, recommendations, and assisted flows) with attention to transparency, control, and trust; work AI-first daily with Claude, Cursor, and Figma MCP to accelerate research, prototyping, and iteration.
- Partner closely with Product, Engineering, and stakeholders; communicate design decisions to senior leaders, influence product direction, and drive measurable outcomes.

Selected Engagements

- **Roche Pharma — Blue Tree Program (UX Lead):** Led UX end to end for a mobile-first patient-support platform serving 40,000+ patients (cancer, hemophilia, rare diseases) and 5,000+ doctors. WCAG 2.1 AA across 5 Indian languages; task success 52%→87%, enrollment drop-off down 63%, 78% MAU retention in low-connectivity regions. Awarded Best Tech Patient-Support Program, Patient First Summit 2025.
- **Lufthansa Group / Retail inMotion — Vector & vOMS (Sr. Product Designer):** Directed design across 5 Vector modules and embedded AI-native capabilities, predictive stock forecasting and intelligent replenishment recommendations, into the onboard-retail workflow. Led the vOMS redesign across 600+ aircraft and 90+ supply bases; rebuilt IA around warehouse workflows, cut core flows from 8+ steps to 3–4, and shipped first real-time stock visibility across all bases.

- **Roche Pharma — Patient Care Solution (PCS) (UX Lead):** PCS is an enterprise workspace that coordinates Roche’s global patient-support programmes, connecting care access, vendor delivery, safety review, and operational accountability in one flow across Roche, programme operators, service vendors, and pharmacovigilance. Built on shared visibility, accountable routing, embedded safety review, and a configurable core that adapts to local markets. Launched across 16 markets, serving ~150,000 patients on long-term therapy worldwide.
- **Grameenphone — myGP (Sr. Product Designer):** Redesigned self-service, recharge, and billing journeys for 70M+ telecom subscribers: 35% faster recharge, 25% reduced friction, 40% better information visibility. 2024 Tech Excellence Award.
- **Evolut Fitness & Wellness (Product Designer):** Daily wellness companion for diabetes management: 20–35% better engagement, 25–40% clearer health-progress comprehension. Official Fitness Partner of Delhi Capitals (IPL 2021–2022).
- **Other clients:** United Nations–ITU, Stanley Black & Decker, Expeto Wireless, Acentra Health.

UX Designer

Aug 2016 – Mar 2019

Incipio Group | Hyderabad, India · Jr. UX Designer (Aug 2016) → UX Designer (May 2018)

- Designed mobile, tablet, and web experiences across e-commerce, Bluetooth support, and IoT for licensing brands including Tavik, Braven, Incase, TUMI, Rebecca Minkoff, Incipio Bespoke, Command Kit, and Griffin.

Usability Researcher Intern

Dec 2015 – May 2016

Full Sail UX Lab | Orlando, USA (relocated to India Jul 2016)

- Conducted research on games, websites, and web apps: test planning, recruitment, and play-test facilitation using Tobii 2 eye-tracking, GSR, and BVP sensors with heat-map analysis. Applied PES, NASA TLX, and heuristic evaluation.

ADVISORY & INDUSTRY INFLUENCE

Subject-matter expert and curriculum advisor to leading universities, EdTech platforms, and enterprise L&D teams, shaping UX programs, design frameworks, and industry standards.

- **California Institute of Technology — SME & UX Content Architect:** Overhauled the UX program and authored an AR/VR/MR/XR module integrating modern AI UX tooling.
- **upGrad — Expert Mentor & Program Advisor, UI/UX:** Led portfolio reviews, design critiques, and mock interviews shaping early-career designers.
- **Simplilearn + IIIT Bangalore — Lead UX Content Architect:** Shaped UX curriculum and learning outcomes.
- **HP Romania — SME, Corporate UX:** Delivered enterprise UX frameworks and industry insights to product teams.

CERTIFICATIONS

- How to Design for Augmented and Virtual Reality — Interaction Design Foundation (Dec 2023)
- Scrum Master Accredited Certification — International Scrum Institute (Nov 2016)
- Social / Behavioral Research with Human Subjects — CITI Program (Sep 2015)

EDUCATION

Master of Science (M.S.) in Game Design, Specialization in Human-Computer Interaction (HCI) — Full Sail University, Florida, USA | Nov 2014 – Dec 2015

Bachelor of Engineering & Technology (B.E./B.Tech), Electronics & Communication Engineering — Vardhaman College of Engineering, JNTUH, Hyderabad, India | Jun 2010 – Jul 2014