

Tinu Thomas

Product Designer with over 5 years of experience owning the user experience for complex B2B SaaS platforms, always keeping the human user at the center. I specialize in designing data-heavy applications and am currently focused on building agent-first experiences, actively exploring and learning what makes these new workflows intuitive and effective for users.

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EXPERIENCE

Product Designer

Aug 2025 — Present

Evertune · New York

- Spearheaded the end-to-end design for GEO and Ads experiences on the platform, integrating AI-driven workflows to shape a more agentic-first user experience.
- Leveraged Claude and Figma to rapidly conceptualize, generate and iterate on interactive prototypes.
- Partnered closely with product managers and engineers to scope, build and ship new platform features.
- Synthesized user feedback to continuously refine feature iterations and elevate overall product usability.

Senior Product Designer

Jan 2025 — Aug 2025

Qloo · New York

- Led design for Insights by Qloo™, creating AI-powered features that help customers extract valuable insights from a data-heavy platform.
- Collaborated closely with stakeholders and engineers to drive informed design decisions that are user centered and aligned with business objectives.
- Designed interactive data visualizations and map explorers, driving user engagement and insights discovery, while leading research and discovery phases to refine features based on user feedback and testing.

Senior Interaction Designer

Aug 2021 — Jan 2025

YipitData · New York

- Led design of the Investor Platform, driving 97% adoption, 2x engagement and major retention gains through key feature launches.
- Partnered with engineers to build the Investor Platform Design System and define data visualization guidelines, streamlining handoffs, enhancing usability and reducing annotation time.
- Mentored new designers and ran critiques and workshops to foster collaboration and elevate team quality.

UX Designer

Jun 2018 — Jul 2019

Fincent Inc. (formerly Design Capital) · Mumbai

- Led IA and UX for Lemoney, applying atomic design to improve usability and structure.
- Conducted user research and prototyping to inform design decisions and align stakeholders.
- Collaborated with engineers to build and validate a high-fidelity POC through testing and A/B experiments.

EDUCATION

Master of Science in Information Experience Design

Pratt Institute · New York · Aug 2019 — May 2021

Bachelor of Engineering in Electronics Engineering

Mumbai University · Mumbai · Jul 2014 — May 2018

SKILLS & EXPERTISE

Design

- Product Design
- UX/UI Design
- End-to-End Experience Design
- Interaction Design
- Design Systems
- Data Visualization
- Responsive Design

Research

- User Research (Qual & Quant)
- Usability Testing
- Journey Mapping

Prototyping & build

- Prototyping
- Figma
- Claude
- Codex
- HTML
- CSS
- JavaScript

Collaboration

- Cross-functional Collaboration (PMs, Engineers, Stakeholders)