



KRITIKA SHARMA

Quick Load Website
<https://portfolio.kritika.space/>

Product Designer

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Bangalore, India

Immersive
PortfolioWebsite

<https://kritika.space/>

I am an AI-first *Product Designer* skilled in User Research, Wireframing, Prototyping, Critical Thinking, Strategy, Creative Data Visualization and Visual Design. I translate complex user problems into practical solutions. I am driven by business oriented problem solving.

I am not just limited to digital mediums, I also love exploring physical & traditional mediums like lithographic printmaking, painting mediums, bamboo crafts, Origami etc. My understanding of Human Centered Design, Behavioral Research, Speculative Design, Art History and Aesthetics enhances my design approach. I strive to create functional, out-of-the box, visually compelling and impactful products.

I'm always curious and exploring (On going explorations - Spatial Design, Conversational AI & Silent Speech Interfaces).

EDUCATION

2024 - 2026

Master of Design - Human Centered Design

Srishti Manipal Institute of Art, Design and Technology

2019 - 2023

Bachelor's of Fine Arts

Indira Kala Sangeet Vishwavidyalaya

WORK EXPERIENCE

Freelance - Dravya Research

USER EXPERIENCE DESIGNER

2020 - Present

Worked across UI/UX design, graphic design & illustration. Delivered high-quality designs for clients across diverse industries with a focus on clarity and detail.

Karkinos Healthcare

DESIGN INTERN

July 2023 - Dec 2023

Designed interfaces such as ABHA login, created healthcare posters & graphics, designed error-state notifications and collaborated with stakeholders to deliver effective design solutions.

SELECTED DIGITAL PROJECTS

SumGeeks (private family-office stock trading software, live web app)

DASHBOARD & APP DESIGN

June 2025 - Jan 2026

Researched & Designed a high density, Excel-like trading interface with AI-driven signals, keyboard-first workflows and modular research-to-trade panels. Validated with traders and delivered with production-ready UI specifications and components.

Dravya Card

FONT & OS DESIGN FOR LOW-POWER DISPLAY

April 2020 - July 2020

Led design of a 7x5 bitmap font and a lightweight OS/UI for a low-power electrochromic card display. Optimized glyph shapes and the character set for maximum legibility at extreme resolution, built a compact rendering pipeline and encoding scheme to minimize memory & CPU usage, defined a low-power refresh strategy, ran readability tests across contrast & viewing distances and delivered production-ready bitmap assets & implementation guidance.

SKILLS

UI/UX, UX Research, Qualitative & Quantitative, UX Audit, Design Systems, Rapid Prototyping, Product Design, Accessibility, Visual Design, Graphic Design, Illustrations, Gamification, 3D Modelling

TOOLS

Figma, Adobe XD, Miro, FigJam, HotJar, GA4, Jira, InVision, Axure RP, Adobe Illustrator, Adobe Photoshop, Canva, Procreate, Nomad Sculpt, Framer, Claude Code, Google AI studio

Other Tools & Explorations:

Arduino, 3D Printing, Linocut printmaking, ShapeXR, TouchDesigner, Vibe coding

CERTIFICATIONS

Coursera Google UX Professional Certificate (Ongoing)
Coursera - UX Design: Research, Prototyping, Accessible Interactions