

Aditya Sankhe

Product Designer

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San Jose, CA

EDUCATION

Master of Business Administration
Sofia University

M.S. Human Computer Interaction
Indiana University Indianapolis

B.E. Information Technology
Mumbai University

COMPETENCIES

Design Thinking

AI Product Strategy, Design-to-Code Workflows, Comparative Analysis, Design Sprints

User Experience Design

AI Interaction Design, Visual Design, Prototyping, Information Architecture

User Experience Research

Interviews, Contextual Inquiry, Usability Testing, Rapid Prototyping, Persona Development, A/B Testing

Tools

Claude Code, Figma, Framer, Adobe CC (Photoshop, Illustrator, Lightroom), Webflow, Keynote, Miro, Lottie Labs, ChatGPT, Spline, HTML/CSS, GitHub

EXTRA CURRICULAR

Indiana University
XR Research
Assistant 2019-2020

Indiana University
Design Instructor
2019-2020

WORK EXPERIENCE

Twelve Labs, Staff Interaction Designer

2025 - Present | San Francisco, CA

Marengo and Pegasus: two video intelligence models (VLMs) purpose built for searching videos across libraries through descriptions, and visually analyzing details within a video, respectively.

- Designed the end-to-end UX and UI for **Jockey**, an agentic orchestration layer for multi-modal content curation, organization, and video assembly across a library.
- Co-created Jockey Interactive Language to work with MCP connectors and dynamically generate inline UI and play videos within LLMs sessions like Claude, and ChatGPT
- Shipped 38 PRs for React design system components based on ShadCN, enabling designers to build working prototypes, bridging the gap between design and F.E. output, and allowing forward deployed engineers to create brand consistent demo applications.
- Redesigned playground's onboarding experience and homepage, increased onboarding completion by 16%
- Added composite image retrieval feature for enhanced search, and structured output for analysis, improving API usage by 34%

Arcee.ai, Sr. Product Designer & Manager

2025 | San Francisco, CA (Remote)

A model routing application that selects the best model for each prompt. Arcee AI's leading Small Language Models (SLMs) provide 65% better cost to performance than LLM competitors

- Designed, and launched a 0 to 1 B2C product in 47 days, gathering
- Managed and led process for an interdisciplinary team of AI researchers, developers, sales, marketing, and design

Bloom ARS, Head of Product Design

2024 | San Francisco, CA (Remote)

ARS is a platform for automating revenue operations by executing workflows through integrations from CRMs, content generation tools, and more through an agentic conversational user interface

- Led design strategy for core user-facing functionality - **Binders, Conversational XP, and Agentic Mechanisms** based on business requirements and user needs

Apple, Product Designer

2020 - 2024 | Sunnyvale, CA

Studio is Apple IS&T's dialogue configuration platform that powers Retail and AppleCare support across multiple locales and languages.

Insights is the ML training tool to improve accuracy and knowledge

- Led design for ConversationKit's end-to-end configuration platform scaling from 2 to 12 millions monthly users across 20 locales by reducing configuration time by 60% through UX and AI automation
- Collaborated with backend engineering to ensure Studio's API integrations allowed real-time data configurations through LLMs, improving the solution rate support experience by 40%
- Established design system standards and documentation used by 6 designers, reducing inconsistencies by 70% and development time by 50%
- Led the product design to provide easy to configure support experience for small businesses using Apple's Business Connect