

Sanjay Kumar

Product Designer

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Experience

Product Designer | Skan.AI

July, 2025 - Present / Menlo Park, CA

- Leading 0→1 design of interfaces for building and deploying AI agents, supporting adoption across multiple enterprise clients and validating product -market fit in regulated industries.
- Designing production-ready agent -to-agent interaction workflows, enabling AI systems to coordinate and complete complex tasks with minimal human oversight.
- Collaborating with ML engineers and PMs to translate advanced AI capabilities into intuitive, scalable design systems, making agent creation accessible to non-technical users.

Human-Computer Interaction Teaching Assistant | University of Maryland

March, 2025 - June 2025 / San Francisco, CA

- Led end-to-end design of an AI agent lifecycle platform, including an interactive canvas for configuring and visualizing complex agent -to-agent workflows.
- Worked closely with founder and ML engineers to turn ambiguous technical challenges into user-facing solutions that shaped early product direction.
- Rapid prototyping in Figma with continuous feedback loops, improving design efficiency and ensuring alignment with technical constraints

Projects

AI Recognition Tool | UMD Info Challenge 2025 (Outstanding Design Project Award 🏆)

- Participated in a design competition sponsored by EY, AWS, Google, Booz Allen Hamilton, and The Library of Congress, competing against teams from UMD, Johns Hopkins, and other top institutions to design an AI-generated content detection tool.
- Designed a user-centric and accessible AI detection tool that enables users to verify AI-generated content while providing meaningful metadata for transparency.
- Conducted user interviews and developed personas to understand user needs, leading the design process from ideation to prototyping. Created wireframes, high-fidelity mockups, and an interactive prototype, ensuring an intuitive and inclusive experience.
- Received the Outstanding Design Project Award, recognized for its user-centered approach and emphasis on accessibility and universal design approach, making AI detection more transparent and user-friendly.

Game Design | Making Healing Fun and Playable

- Conceptualized and designed Rickey's Adventure, a game-based therapy prototype aimed at making rehabilitation engaging for children with motor skill challenges.
- Conducted research on therapeutic hand movements and adaptive tools, integrating insights from physical therapy to design an effective and motivating game experience.
- Created high-fidelity wireframes, game environments, and a narrative-driven reward system, ensuring an immersive and interactive approach to therapy.

Education

Master of Science in Human-Computer Interaction | University of Maryland

2023-Mar 2025 (Expected) / College Park, Maryland

- Relevant Coursework: Interaction Design, Visual Design, Human-Computer Interaction, Usability Testing, Accessibility, UX Business

Skills

Design

UX strategy,
User flows,
Concept sketches,
Experience mapping,
Wireframes,
Prototypes,
Mockups,
Motion design,
Design systems,
Branding,
Storyboards,
Visual Design,

Research

User interviews,
Usability testings,
Persona hypothesis,
Competitor analysis,
Tree testing,
Contextual Inquiry,
Journey Mapping,
Affinity Maps,

Tools

Design

Figma, Adobe XD,
Sketch, Miro, AutoCAD,
SketchUp, Webflow,
Figma, Photoshop, Rive,
CSS, Html, Blender

Product / Project Management

Jira, Notion