

Sanjay Kumar

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Work Experience

Skan.Ai

Menlo Park, CA

Product Designer

July– Present

- Led the 0→1 design of an AI agent builder and orchestration platform, defining UX flows, interaction models, and visual hierarchy across enterprise interfaces.
- Designed and prototyped the early experience that evolved into the MVP, helping secure three major enterprise clients.
- Partnered with engineers, PMs, and ML researchers to translate complex AI workflows into simple, human-centered experiences.
- Conducted qualitative research with 24 participants to explore how users build trust in AI diagnostic processes, informing transparency and reliability features.

Metaculars

San Francisco, CA (Remote)

Product Designer

March– June

- Owned the end-to-end UX for an AI agent lifecycle platform, creating an interactive visual canvas to configure and connect agents.
- Collaborated with the founder and ML team to translate technical requirements into intuitive workflows that shaped early product direction.
- Used rapid prototyping and iterative feedback in Figma to streamline design efficiency and ensure technical alignment.

Reality AI

New York, NY

Product Design Intern

May 2024 – Aug 2024

- Designed, prototyped, and A/B tested success messages and confirmation flows for key platform actions, such as file deletion, restoration, and trash clearing. Conducted customer feedback sessions, where users compared design variations, leading to data-driven selection of the final design that optimized clarity and engagement.
- Created and developed the homepage for Reality AI, transforming wireframes into high-fidelity prototypes to enhance user experience. Collaborated with project managers and gathered stakeholder feedback to iterate on design improvements, ensuring alignment with business goals and user needs.

University of Maryland

College Park, Maryland

Human-Computer Interaction Teaching Assistant

Aug 2023 – March 2025

- Mentored 50+ students through the full UX process (research → prototyping → testing), strengthening their ability to work in ambiguity.
- Delivered a guest lecture on Game Design, Ideation, and Storyboarding, teaching students to use Figma for design and prototyping and Miro for collaboration, while introducing them to design thinking and user experience principles.

Projects

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

- Led the end-to-end design of an accessible AI-generated content detection tool, conducting user interviews, developing personas, and creating wireframes, high-fidelity mockups, and an interactive prototype to ensure a transparent and inclusive user experience.
- Won the Outstanding Design Project Award in a multi-university challenge judged by EY, AWS, Google, and the Library of Congress; conducted A/B testing of mid-fidelity prototypes on Maze, enabling data-driven design decisions that improved usability.

Game Design

- 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

University of Maryland, College Park

College Park, MD

Master of Science in Human-Computer Interaction

May 2025

Relevant Coursework: Interaction Design, Usability Testing, Accessibility, UX Research,

Skills

Research: User Research, User Interviews, Journey Mapping, Usability Testing, Persona Building, Affinity Maps, Contextual Inquiry, Analytics-informed Research

Design :User Flows, Storyboarding, Wireframing , Rapid Prototyping , Visual Design, Design Systems, Style Guides, High fidelity Prototype, Accessibility (WCAG) , Lean UX, Agile, Design sprints, Motion design, Cross-platform UX (web + mobile)

Tools : Figma, Adobe Creative Suite (Photoshop, Illustrator, XD), Notion, Miro, Jira, Powerpoint , AutoCAD, SketchUp, Webflow, Figjam, Blender, Rive, Framer, CSS, HTML, Sketch , Google Sketchup, spline, maze