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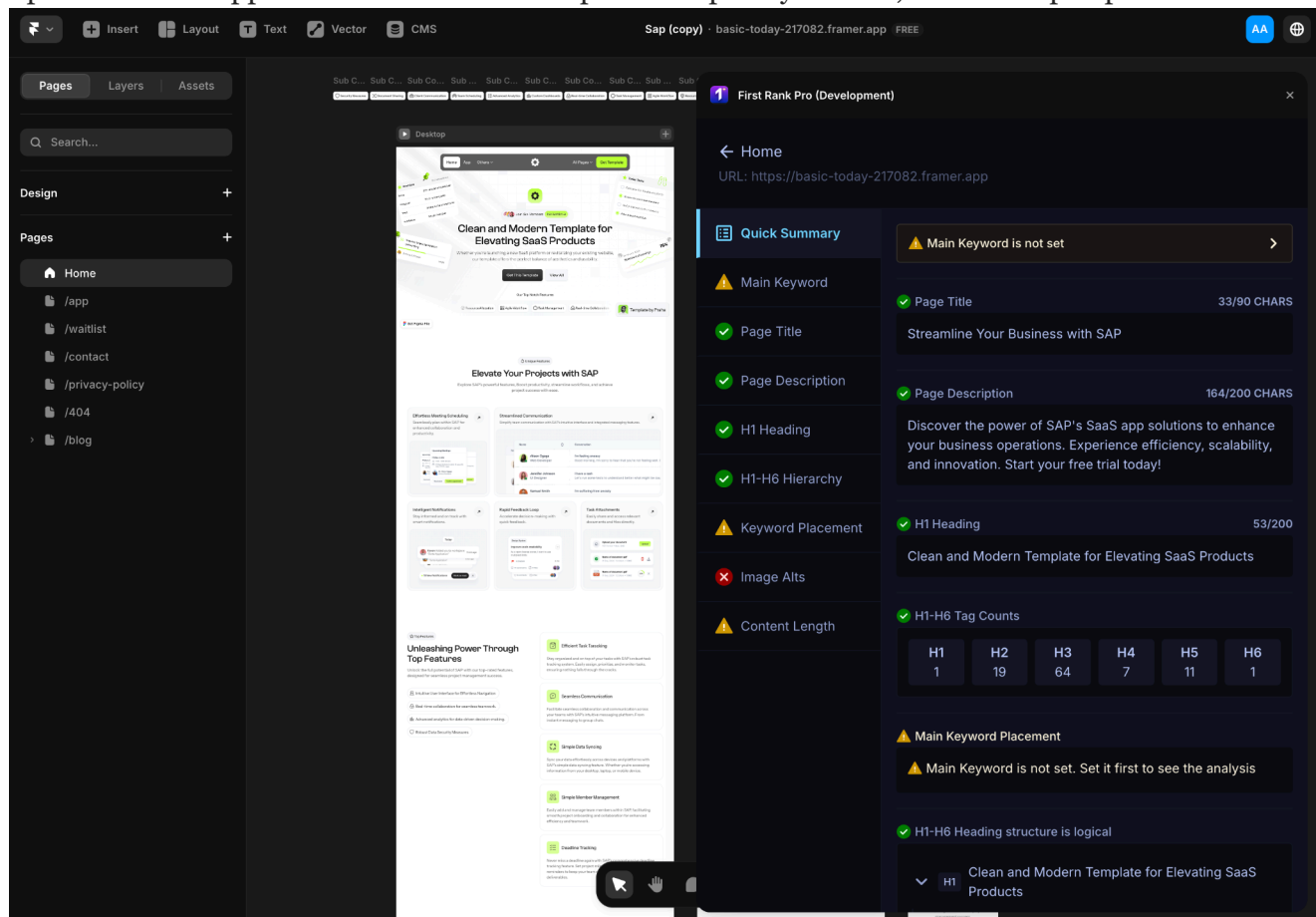
[Github](#) · [LinkedIn](#) · [Behance](#)

8 years designing UX for B2B & B2C products, with a CS background. I go beyond mockups to ship real, production-ready code. This past year I built and shipped two products end to end on my own with Claude Code: First Rank Pro, a Framer plugin now live on the marketplace, and greymemory, an open-source memory layer for AI agents — plus Prompt to Blade UI, an AI design tool for Razorpay's design system that reached 30K+ people on launch.

What I've Designed, Coded & Shipped Myself

First Rank Pro · [Framer Marketplace](#) · [Github](#)

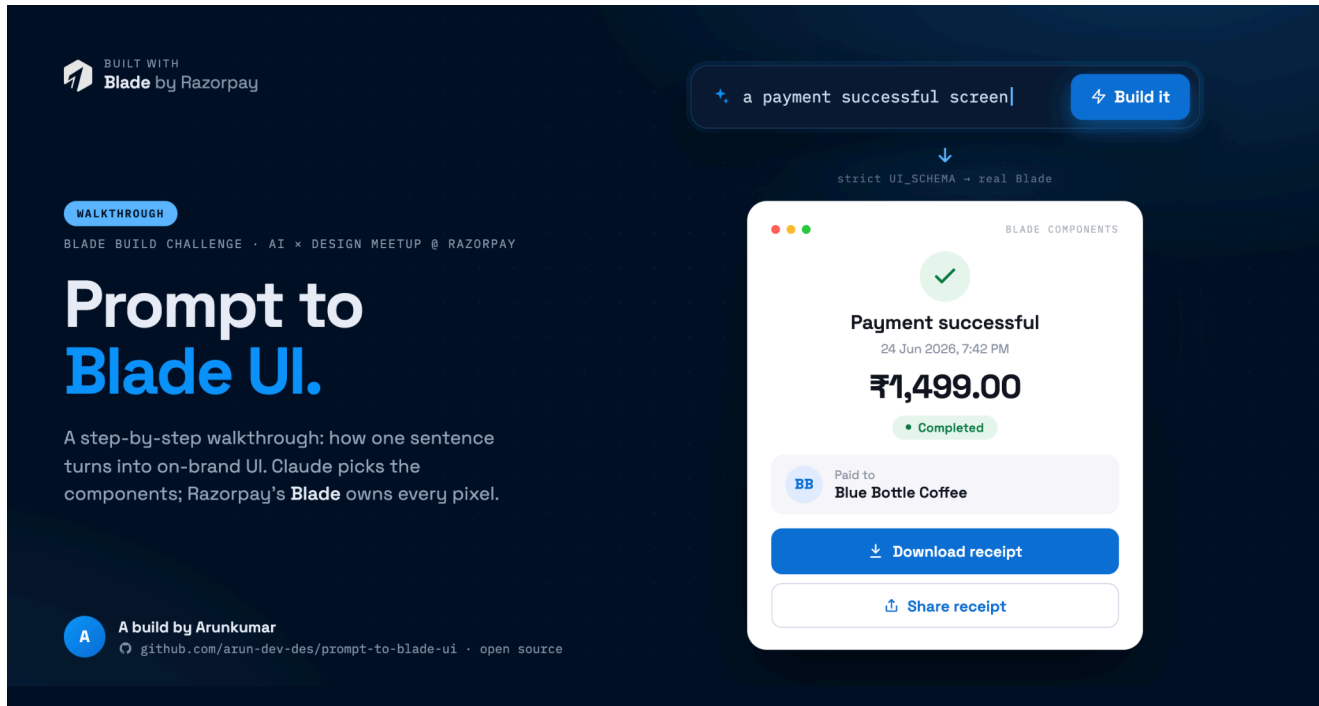
A live, installable SEO tool for Framer. Gives designers in-canvas SEO analysis (title, meta, heading hierarchy, keyword placement, search preview) so they catch issues before publishing. Built solo with React, TypeScript and the Framer Plugin SDK (Vite + Tailwind), parsing page DOM with jsdom; AI title/meta/alt suggestions run through a Next.js edge proxy on Vercel wired to the Claude and OpenAI APIs. Shipped to the Framer Marketplace completely for free, with the repo open-sourced



Prompt to Blade UI · [Live Demo](#) · [Github](#) · [Blog](#)

An AI design tool built solo for Razorpay's Blade Build Challenge: type a prompt, Claude picks the components and lays out the screen, and it renders live in real Blade — Razorpay's production design system. The model makes the design decisions; the design system guarantees the quality, so output never goes off-brand. Built end to end and deployed to Vercel in ~1.5 hours, entirely from my phone with Claude Code, then open-sourced.

- 30K+ impressions · 19K+ reached · 593 tried it live

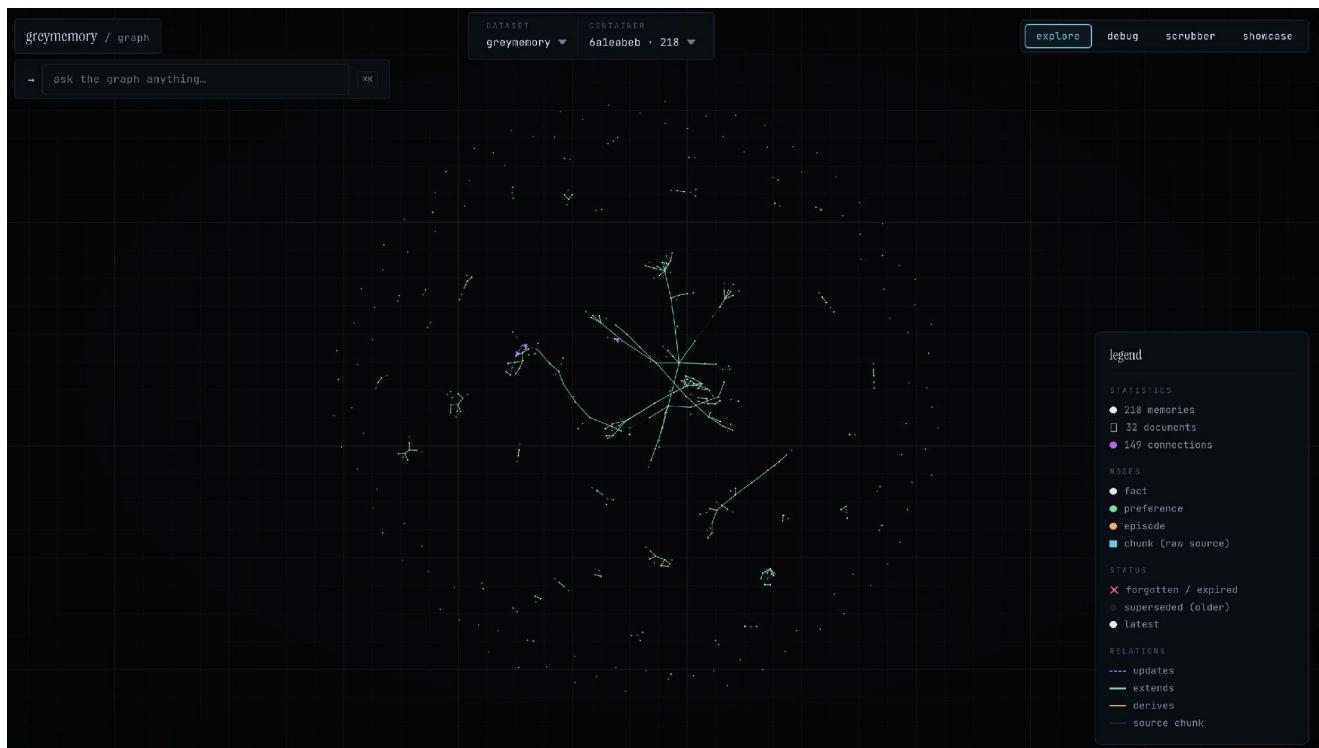


Greymemory · [npm library](#) · [Github](#) · Apache 2.0

Self-hosted memory layer for AI agents that persists, evolves and stays on your server. Built solo and shipped open-source as an installable npm package, so other developers can drop it into their own agents - a reusable system, not a one-off.

- Read the LongMemEval research paper, designed the architecture against all 6 evaluation categories, and built the full benchmark harness — 93.3% single-session · 80.0% knowledge-update · 73.3% temporal-reasoning · 66.7% preference · 66.7% multi-session · 80.0% overall
- Built the retrieval pipeline: local embeddings with hybrid BM25 + vector search (RAG-style memory) and a model-agnostic LLM interface across Anthropic, OpenAI, and Ollama
- Knowledge graph that contradicts, updates, and extends facts

greymemory knowledge graph — facts, preferences, episodes and their relationships visualised live



Blog: AI Agents are just a while loop · [LinkedIn Blog](#)

A working AI agent in 30 lines - no frameworks, no magic. Breaks down the ReAct patterns (Reason + Act) with real code: the while loop, tool execution, memory as a messages array. Ends with a complete multi-turn agent that handles real tool calls, error states, and conversation memory.

Work Experience

Applix Founding Product Designer · [Product Demo](#)

2024 – 2025

- Worked closely with CEO and stakeholders weekly to map workflow pain, turned it directly into designs
- Designed data-intensive dashboards for enterprise workflow automation, working directly with founders and engineers
- Crafted product demos for enterprise customer pitch

Tekion Corp Lead Product Designer · [Case Study](#)

2022 – 2024

- Led UX for Lead Snapshot and Smart Communication - a CRM feature that drove 3x increase in emails sent to customers, reduced average response time from 192s to 45s, and improved customer engagement by 37%
- Designed dashboards and user workflow for enterprise automotive platform at meaningful scale across dealerships

MechMocha Senior Product Designer

2019 – 2020

- Designed multiplayer gaming experience for HeloPlay - India's first vernacular social gaming platform with live audio and video.

- 35+ minutes of daily in-app time per user, 100M+ minutes of conversations on the platform. Acquired by Flipkart.

Clip Product Designer

2018 – 2019

- Designed UX for a vernacular short video platform across 10 Indian languages - 40M installs, 3M DAU.
- Home feed redesign drove 30% uplift in time spent and 8% reduction in uninstalls. Related videos feature drove an additional 20% uplift.

Hike Associate Product Designer

2017 – 2018

- Designed the Developer Console end-to-end, enabling third-party developers to build and push mini apps inside Hike's platform for 100M+ users.

Education

B.E. Computer Science · Anna University · 2011 - 2015

Formal CS foundation. Product career followed, the engineering background never left.

Skills & Tools

Design UX, UI, interaction design, typography, prototyping, design systems

Tools Figma, Framer, Claude Code, Cursor

Code React, TypeScript, Next.js, Python (Pandas, Jupyter), Vite, Tailwind, jsdom

AI / Agents LLM APIs (Claude, OpenAI), agent loops (ReAct), tool calling, memory systems, prompt design