

SANOOP MENON

Product Designer

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EXPERIENCE

Product Design Intern, Microsoft

Oct 2023 – Nov 2024

- Led the design of Jugalbandi Studio, an AI-powered no-code platform.
- Collaborated with 10+ NGOs, agencies & partners to ensure alignment.
- Developed tailored deliverables to meet diverse stakeholder needs.
- Conducted comprehensive research on Conversational AI, analysing best practices & user behaviour to inform key platform features.
- Microsoft CEO Satya Nadella presented our work at [India Keynote 2024](#).

Product Design Intern, TCS R&D

Jan 2023 - Jul 2023

- Led the incubation of the 'Generative AI for Enterprise' (now [Wisdom Next](#)).
- Facilitated Design Thinking, guiding ideation, prototyping, & testing.
- Collaborated with senior leadership to align project with strategic goals.
- Conducted qualitative research with 15+ participants to inform design.
- Identified opportunities amidst ambiguous & evolving objectives.

Product Designer, Indian Sonic Org

Oct 2022 - Dec 2022

- Designed VR experience along with customisable dashboard for art archival site, enabling 200+ artists to personalise their exhibitions. (Industry Project)

Product Designer, Paper Crane Lab

Sep 2022 - Oct 2022

- Designed & developed affordable assistive tech prototypes to empower people with intellectual disabilities at SIA NGO. (Industry Project)

Product Designer, Indian Sonic Org

Mar 2022 - May 2022

- Designed & developed software interface & product prototype for Ambisonic mic, enabling 360° audio capturing for Bramha Mics. (Industry Project)

UX Designer, Frugal Desis Network

Oct 2021 - Dec 2021

- Conducted field research & ideation sprints for Odisha Government's SIDAC along with SELCO Foundation for Skill India project. (Industry Project)

UX Designer (Freelance), Infimoney Ventures

Jan 2021 - Jun 2021

- Designed the interface for Infimoney's investment portfolio mobile app, along with its branding, content strategy, and visual identity.

EDUCATION

M.Des Human Centered Design

Srishti Manipal Institute, Bengaluru

2021-23

B.E Computer Engineering

SIES GST, Mumbai University

2016-20

SKILLS & SOFTWARES

Wireframing, Mockups, Rapid Prototyping, AR/VR Design, Conversation Design, Game Design, Programming

Contextual Inquiry, Field Study, Ethnography, Personas, Journey Maps, Competitor Analysis, Qualitative & Quantitative Analysis, A/B Testing, Information Architecture, Usability Testing

Figma, Adobe Suite, Framer, Protopie, Blender, Unity, Procreate, Notion, Miro

CERTIFICATIONS

[AIR 34 CEED 2020 IIT Bombay](#)

[Winner Microsoft Global Hackathon](#)

[Google UX Design \(Coursera\)](#)

[IDF courses \(multiple\)](#)

[Technical Courses \(multiple\)](#)

VOLUNTEERING

SIES Council Tech Team

- Designed college's app & website with over 2000 users.
- Taught design & coding through game dev.

National Service Scheme (NSS)

- Organised & participated in various community service events.