

ANUGRAHA SAI RAMACHANDRAN

Product Designer | Product Analyst | UI/UX Designer | UX Research & Product Strategy | Agile Product Delivery

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PROFESSIONAL SUMMARY

Product Designer with 4+ years of experience taking enterprise and consumer products from research to launch across healthcare, B2B operations, and public-sector work. Currently a Product Owner of an agentic AI product at CVS Health, running sprints, writing user stories, and shaping the roadmap with engineering and business stakeholders. Combines user research, usability testing, and data-informed iteration with hands-on Figma prototyping and working knowledge of React, HTML/CSS, and JavaScript.

CORE COMPETENCIES

Product & Delivery: Roadmapping, feature prioritization, backlog management, user stories & acceptance criteria, Agile/Scrum, sprint facilitation, stakeholder management

Research & Analysis: Requirements gathering, user interviews, surveys, usability testing, A/B testing, competitive analysis, heuristic evaluation, personas, journey mapping

Design: Interaction design, information architecture, design systems, wireframing, high-fidelity prototyping, responsive & mobile-first design, accessibility (WCAG 2.1)

TECHNICAL SKILLS

Design & Prototyping: Figma (incl. Figma AI), Adobe XD, Sketch, Axure, Framer, Webflow, Miro, Whimsical

Product & Collaboration: Jira, Confluence

AI Tools: Claude, Claude Code, Claude Design, ChatGPT, Gemini, Microsoft Copilot

Front-End: HTML5, CSS3, JavaScript, React, React Native, Bootstrap

Analytics: Excel, Google Analytics

Visual & 3D: Photoshop, Illustrator, InDesign, After Effects, Premiere Pro, Blender, Fusion 360, SolidWorks, CapCut

PROFESSIONAL EXPERIENCE

CVS Health | Irving, TX

12/2024 – Present

UI/UX Designer & Tech Innovation Engineer (Contract via Ascendion)

- Own an agentic AI product end to end: run sprint planning, backlog grooming, daily stand-ups, reviews, and retrospectives, and manage the sprint board to keep delivery on schedule.
- Partner with product owners and engineering to define the product roadmap and prioritize features by business value and user impact.
- Translate requirements from stakeholder and user discovery sessions into Jira epics, user stories, and acceptance criteria that engineering builds against.
- Design end-to-end workflows and high-fidelity Figma prototypes for enterprise modernization initiatives, including AI-powered interfaces for internal users.
- Analyze user workflows through usability evaluations and competitive analysis to find friction points; Cut average development and evaluation time by 70%.
- Use Claude AI, Claude Code, and Figma AI to prototype faster, exploring more design directions per sprint
- Present design rationale in stakeholder reviews and support developers through implementation so shipped screens match specifications.

Alita Systems | Keller, TX

05/2024 – 11/2024

Product Design Engineer

- Design a B2B work-order management platform from research through QA, including dashboards and task-management interfaces for web and mobile.
- Run user interviews and surveys to surface pain points in work-order handling and turn findings into prioritized design requirements.
- Build wireframes, prototypes, and high-fidelity mockups in Figma for stakeholder alignment and developer handoff.
- Work with engineers through QA and implementation; learned the Prisma back-end schema to design around real data constraints.

United Nations | Bangkok, Thailand (Remote)

01/2023 – 07/2023

UI/UX Designer

- Led a UI overhaul focused on inclusivity, applying WCAG 2.1 standards so the product was usable by people with disabilities.
- Conducted user interviews, surveys, and competitive analysis, and built personas that guided design strategy across user groups.
- Designed localized screens and prototypes for Indian audiences, adapting content and visual patterns to cultural context.
- Ran usability tests with target users and iterated on navigation, visual hierarchy, and interactions based on the results.

Foxconn (BFIH) | Chennai, India

01/2023 – 03/2023

Product Design Intern

- Observed manufacturing lines and interviewed factory workers to identify ergonomic issues and workflow bottlenecks.
- Modeled ergonomic, semi-automated equipment in Fusion 360, SolidWorks, and AutoCAD and tested prototypes with line operators.
- Iterated with engineers, business analysts, and supervisors to meet operational requirements; Improves Assembly time through 3d printed assistive products by 30%

VConnex Services, Inc. | West Palm Beach, FL

05/2022 – 08/2022

User Experience Designer

- Redesigned product screens and restructured information architecture to improve content discoverability and task completion.
- Researched pain points in the existing design and built user flows and wireframes to reduce friction across touchpoints.
- Built interactive prototypes in Figma and Adobe XD for stakeholder feedback before development, applying accessibility best practices.

Earlier Experience

- PROTAL, West Bengal, India — UI/UX & Graphic Designer (07/2021 – 11/2021): Designed the startup's app UI and ran its social media, using engagement analytics to refine content strategy.
- Lexavant LLP, Maharashtra, India — Graphic Designer (02/2021 – 05/2021): Created brand identities, guidelines, packaging, and marketing collateral.

EDUCATION

Bachelors in Industrial Design — Vellore Institute of Technology

2023