

Kalyan Chandana

Product Designer

I'm a product designer who takes products from research to launch. I've shaped enterprise UX at Apple, led UX research across a 52,000-person university, and directed creative and design operations for an e-commerce brand. Lately I design the services and systems behind a Company OS for small businesses, build design systems and the agents that keep them in sync, and ship my own products in code.

✉ kalyanchandana06@gmail.com ☎ +1 813 595 1580 📍 San Francisco, CA 🌐 [Portfolio](#) [LinkedIn](#) [GitHub](#)

Experience

CubeX IT Remote
Product Designer Jan 2025 - Present

Design the products and services behind a **Company OS for small businesses**, from the sales journey to hiring to field operations, and build them with a small cross-functional team.

- Redesigned a field crew's daily workflow after a full CRM failed with non-technical staff: moved the physical whiteboard they already trusted onto tablets, reaching **100% adoption** across the organization
- Designed the end-to-end sales journey for a construction business, from how leads arrive to how they're qualified and closed, helping the team close about **one \$85,000 contract a week** and cutting the time from first call to signed deal to roughly 12 days
- Designed an employee time-tracking tool now **used daily for 6.5 months**, with a photo-based input path that got a paper-preferring worker to adopt it without changing how they work
- Designed and tested an AI phone receptionist for inbound leads, then **led the decision to hand calls to a person** after research showed customers valued real human contact on high-value moments
- Built and now **govern a design system** that cut UI development time by an estimated 30%, keeping design and code consistent as the product grew
- **Prototype and ship in code** (production tools, automations, and internal apps) so design decisions reach real users instead of stopping at a spec

Omni Healing Healthcare Technology
Design Lead (Contract) Sep - Dec 2024

- Led design for a telehealth platform from concept through proof-of-concept, building a **Figma design system** that applied WCAG 2.1 accessibility and HIPAA compliance standards
- Collaborated with founders and developers to **validate market fit** through a prototype and user research

University of Maryland, College Park College Park, MD
Graduate Assistant, UX & Communications Jan 2023 - May 2024

Applied rigorous HCI research within a university ecosystem of **52,000+ students and staff**.

- Ran 11 usability testing sessions that drove an **83% relative increase in task success**, and improved user satisfaction by 23% and engagement by 30% through research-driven design
- Led research and change-management design for a company-wide move from a **legacy system to Workday**, including terminology-bridge guides that helped staff make the switch
- Capstone (TerpGIS): designed paired desktop and mobile interfaces backed by 30+ user interviews and 20+ cognitive walkthroughs, on a design system that **improved task success by 31%** in testing

Iluvია India
Creative Director + Design Ops Jan - Apr 2022

- Directed an end-to-end UX/UI redesign on a headless Shopify store, growing average daily orders from about 10 to about 180 (**17x**), while leading a team of 3 across sales, marketing, operations, and development
- Increased **customer retention by 16%** and cut task completion time by over 20%; led marketing and packaging design with vendor coordination

Infosys (Client: Apple) India
UI/UX Designer / Sr. Consultant Jan 2019 - Dec 2021

- Designed a SAP-integrated tool that **increased efficiency 7x for 7,000+ Apple retail staff**, eliminating 80% of manual data entry
- Delivered **100+ user stories across 5 projects** for 10,000+ global users under Apple's security and accessibility standards; reduced rework by 35% and mentored 2 junior designers

Projects

yohoho - Voice-to-text app for Mac (Solo) 2026
Designed and built a private, on-device voice dictation app for Mac, the brand, the design system, the interface, and the product itself.
Live in public beta.

- **Designed the full product and identity:** a dot-matrix visual language, a W3C design-token system, and an always-on-top panel that reacts to your voice as you speak
- Building **agentic design-system governance:** an agent that comments on pull requests when design tokens drift between the code, the design library, and Figma, keeping design and build in sync
- Built it **natively in Swift** and shipped it solo to public release

Second Saturday - Group-newsletter app (2-person) 2026
• Designed and built a group-newsletter app on a **custom design system**, shipped cross-platform to web, iOS, and Android from one codebase

• **Designed the full flow:** forming private circles, monthly submissions with photo and video, and a compiled newsletter delivered on a schedule

Selected builds

Cybersecurity threat-visibility dashboard, a Figma-to-code webpage builder, and full-build client websites.

Skills

Design	Tools
User Research, Usability Testing, Service Design, Information Architecture, Design Systems, Design System Governance, Prototyping, Interaction & Motion Design, Accessibility (WCAG 2.2), Design Thinking	Figma, Design Tokens (W3C DTCG), Sketch, Adobe Creative Suite, Miro, Notion, Jira
Product & Collaboration	Also builds
Product Strategy, Roadmapping, Stakeholder Management, Cross-functional Leadership, Design Ops, Workshop Facilitation, Agile / Scrum	Designs in code, Native macOS (Swift), Full-stack web (React / Next.js), On-device AI, Agentic automation

Education

University of Maryland, College Park	M.S. • GPA 3.9
Human-Computer Interaction	College Park, MD • 2022 - 2024
Vellore Institute of Technology	B.Tech
Production & Industrial Engineering	India • 2018

Volunteer

Make A Difference Sep 2019 - Mar 2021
India
Conducted weekly science and life-skills sessions for children in shelter homes; led fundraising and CSR events with multinational corporations.