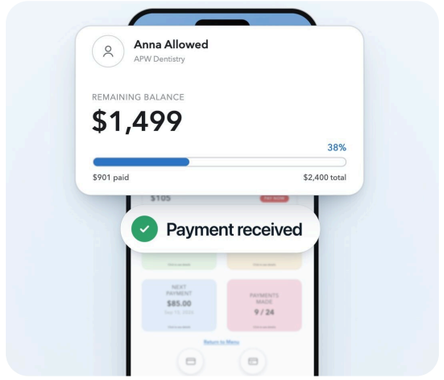
PORTFOLIO · 2026

sahilmalgundkar8@gmail.com
sahilmalgundkar.com
in/sahilmalgundkar
@sahildesigner23
Book a call · 30 min

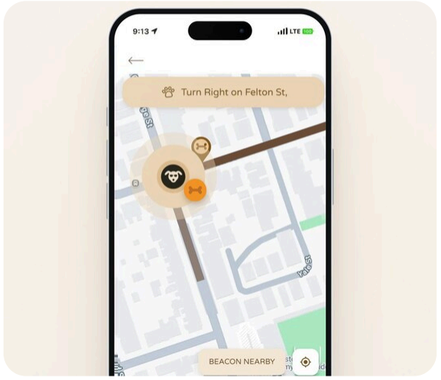
Sahil Malgundkar

Product designer turning messy 0→1 into products people can actually use.

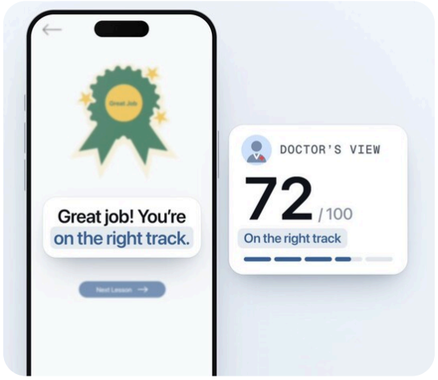
- Open to full-time product design roles in San Francisco · Dallas, TX · open to relocating



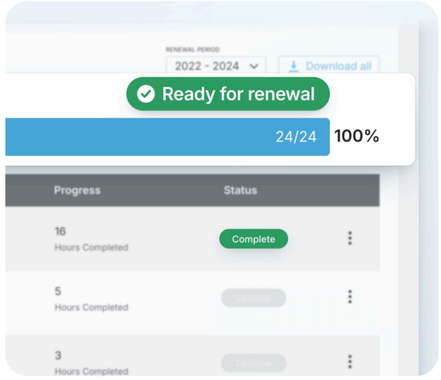
WELLFIT PAY 2026



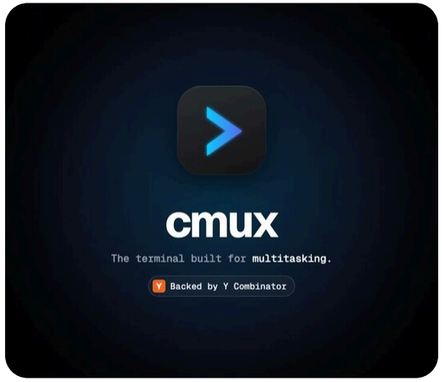
BISCUIT BEACON 2024



THRIVE EDUCATION 2024



DONE DESK 2024



CMUX · TAKE-HOME 2026

Hi, I’m Sahil.

I’m a product designer who honestly just loves talking to people. I’ll sit with a patient, a front desk or a CEO until I get what’s really going on, then research, prototype and test until it’s simple enough to just use.

I graduated from UT Austin in Informatics with a Communication Studies minor, so the people part was never optional. I’ve worked across healthcare, education, finance and consumer products, moving between research, product strategy and interface design.

EDUCATION

The University of Texas at Austin · B.S. Informatics, Minor in Communication Studies · 2025



I was born in Portland, Oregon, and now I’m in Dallas. Outside of design, you can find me playing with my dog Romi, listening to Drake, chasing a PR, or getting vanilla-and-chocolate ice cream with chocolate chips from Cold Stone :)

EXPERIENCE

WellFit — Jun 2026 – Aug 2026
Product/UX Research · Internship · Irving, TX

Syntone AI — Oct 2025 – Dec 2025
Product Designer · Contract · Remote

Biscuit Beacon — Sep 2024 – Dec 2024
Product Designer · Internship · Austin, TX

Done Desk — Sep 2024 – Dec 2024
Product Designer · Internship · Austin, TX

Capacity Catalyst — Jun 2024 – Aug 2024
UX Researcher · Internship · Dallas, TX

Thrive Education — Feb 2024 – Apr 2024
Product Designer · Contract · Austin, TX

WHAT I DO

PRODUCT DESIGN	User research, usability testing, A/B testing, interaction design, UI design, prototyping, wireframing, information architecture, design systems, accessibility (WCAG), mobile-first design
AI TOOLS	Prototyped and launched UGC Checker, LinkedIn Outreach Coach, YC Portfolio Checker, Voice to Prompt
MOTION + CONTENT	Produced launch films, including a Claude showreel, and a UGC campaign with 1.1M+ views

CONTENTS

Selected work

01 **WellFit Pay** — Patients had no idea what they owed. I was the only designer, from interviews to handoff. — PRODUCT / UX RESEARCH · INTERNSHIP · HEALTH TECH — 04

02 **Biscuit Beacon** — Dog owners used the app once, then totally forgot it. So I came up with Routes. — PRODUCT DESIGNER · INTERNSHIP · B2C STARTUP — 09

03 **Thrive Education** — How confident do patients feel? I tried four ways to ask, and one simple slider won. — PRODUCT DESIGNER · CONTRACT · HEALTH TECH — 13

04 **Done Desk** — Dentists tallied license hours by hand, so we designed one place to track them. — PRODUCT DESIGNER · INTERNSHIP · HEALTH TECH — 16

05 **cmux** — Their site listed what it does. I rebuilt it to lead with the actual product. — TAKE-HOME DESIGN TASK · NOT ADOPTED BY CMUX — 19

Designing Payment Arrangements patients can see.

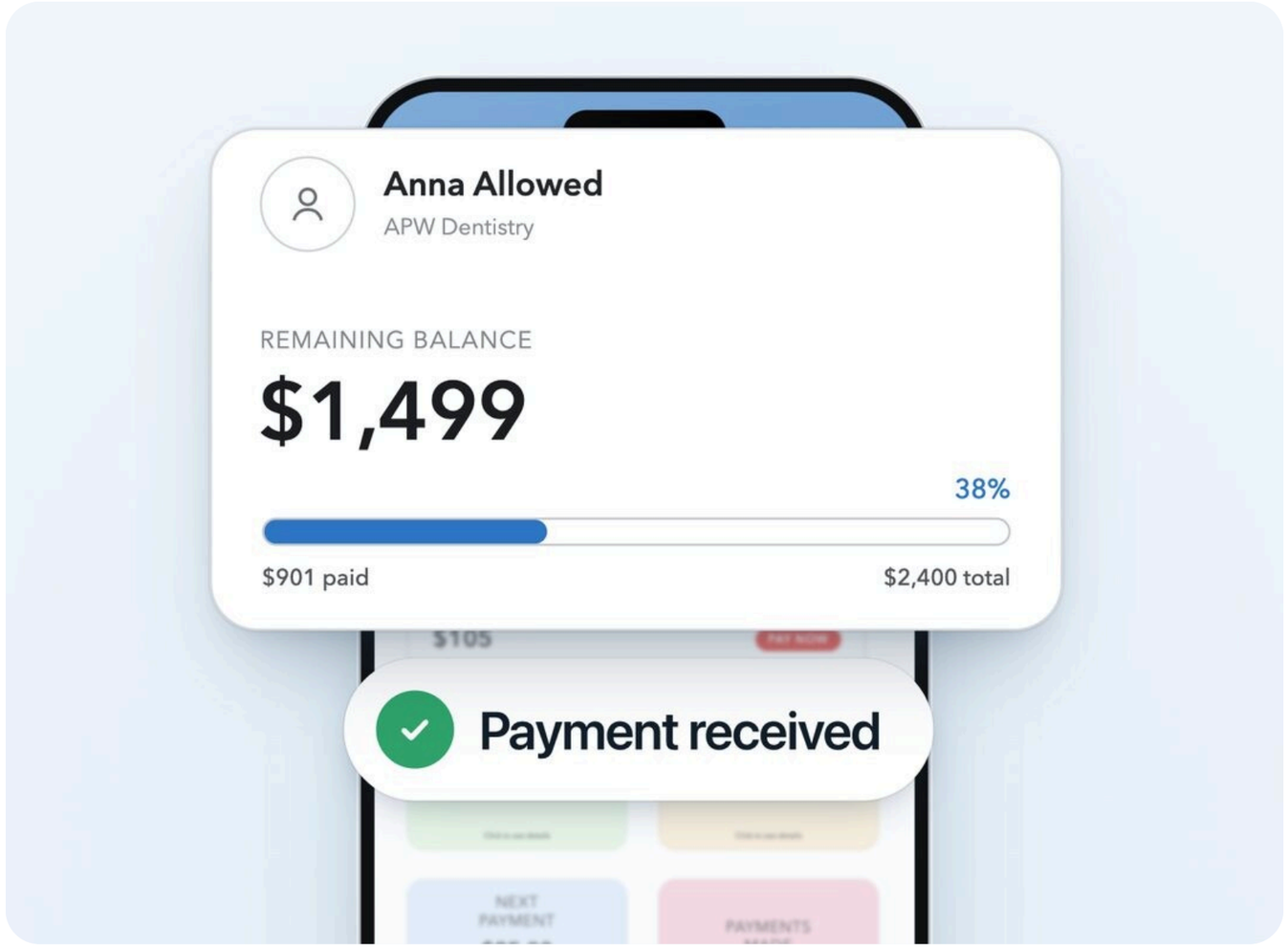
Patients had no idea what they owed. I was the only designer, from interviews to handoff.

4

features I designed end to end, solo, in 9 weeks

3.9/5

average rating for the patient dashboard in pre-launch testing (n = 75+)



ROLE
Product / UX Research Intern · sole designer

TYPE
Internship

TIMELINE
9-week internship · Summer 2026

TEAM
1 designer (me) · 2 product managers

INDUSTRY
Health tech · Dental payments

THE PROBLEM

A payment arrangement was just a handshake.

WellFit's goal is to never turn a patient away, but the arrangement they get comes with no contract.

TRUST	The front desk had zero tools to decide who gets a plan, and nothing binding once they said yes.
MISCOMMUNICATION	Patients didn't know what they owed, and offices tracked plans by hand (sometimes on sticky notes!).
LATE PAYMENTS	Payments slipped, A/R days went up, and nobody reached out until collections.

RESEARCH

So I went and talked to everyone. Nobody could see the plan, not the office and not the patient.

9

interviews · Stakeholders across four teams

3

offices · Dental front desks, online and in person

9

platforms · None of them helped after a decline!

40–50%

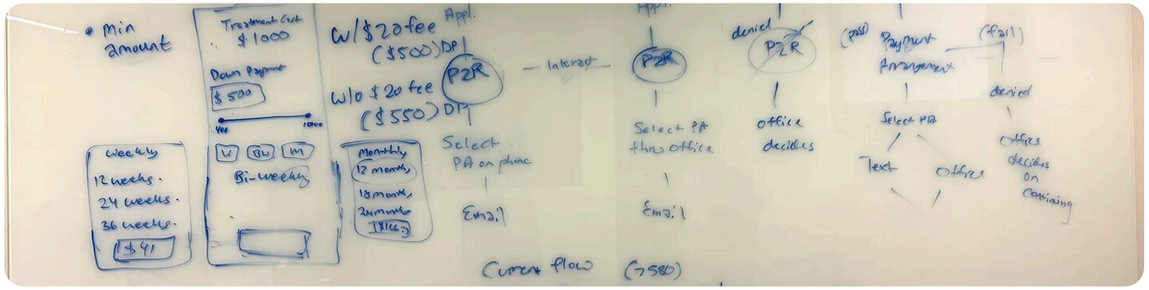
of support tickets were basically "what do I owe?"

56%

of practices saw A/R days go up.

"They are doing handshake deals and they are not getting paid."

CPO



FIRST SKETCHES · EVERY WAY IN (WHAT IF THEY FAIL P2R??)

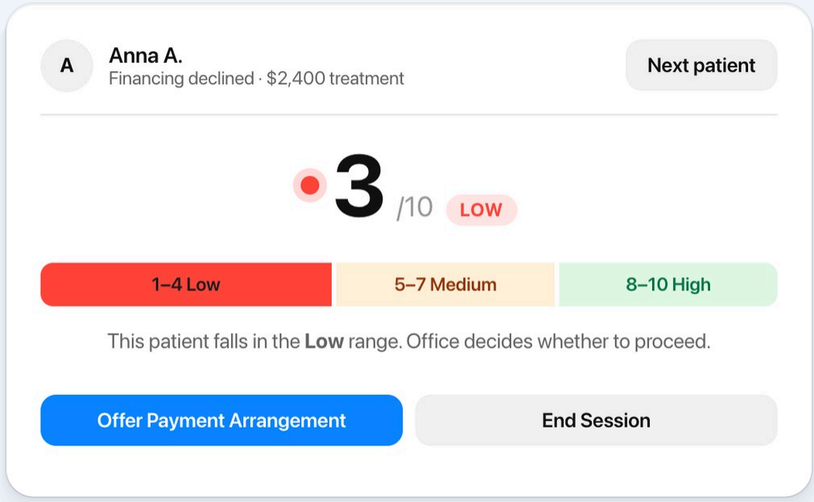
Should we even offer this patient a plan?

After a decline, the system calculates a 1 to 10 score on its own, and it helps the office decide instead of deciding for them.

- 1 to 10, not a credit score: anyone gets it, whether you're 5 or 80.
- Three bands, three colors: red is nah, yellow is maybe, green is let's go.
- The patient never sees the score. Money talk at the front desk is uncomfortable, so the score stays staff-only.
- Low score? A manager's override code still lets the office offer a plan.

FIXES · TRUST

The front desk isn't guessing anymore, there's a score behind the "should I?" call.



STAFF-ONLY VIEW · SAMPLE PATIENTS

Then the office sets up a plan that actually ends.

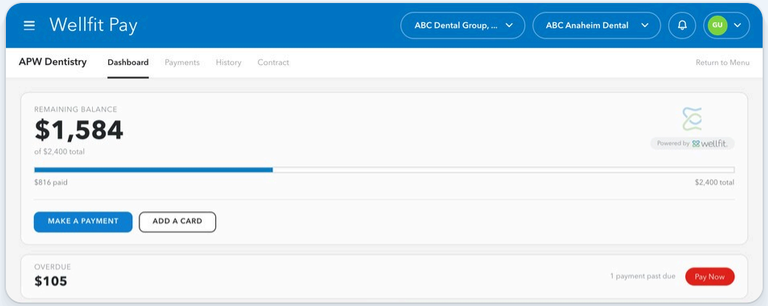
~~Open-ended, up to 60 months~~	→	4 months to 3 years
~~One due date for everyone~~	→	Due on the patient's payday
~~SSN / ITIN at every step~~	→	Entered once

FEATURE 02 · PATIENT DASHBOARD

What do I owe, and when?

A dashboard patients open from a text, on their phone or their computer: balance, next payment, and pay right there.

FIXES · MISCOMMUNICATION

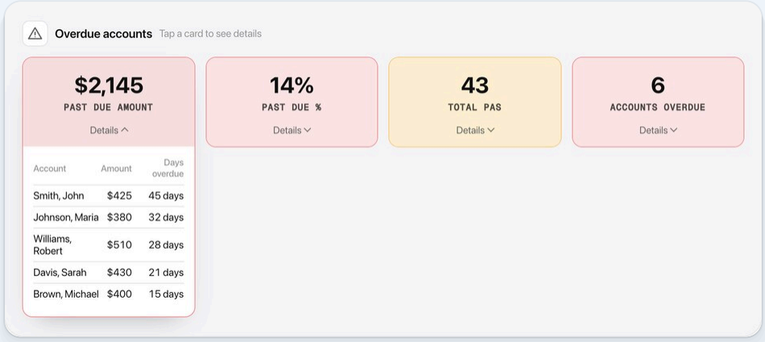


FEATURE 03 · OFFICE DASHBOARD REDESIGN

Who’s behind, and by how much?

Four metric cards up top. Tap one and it drops down to show exactly who’s behind the number.

FIXES · LATE PAYMENTS



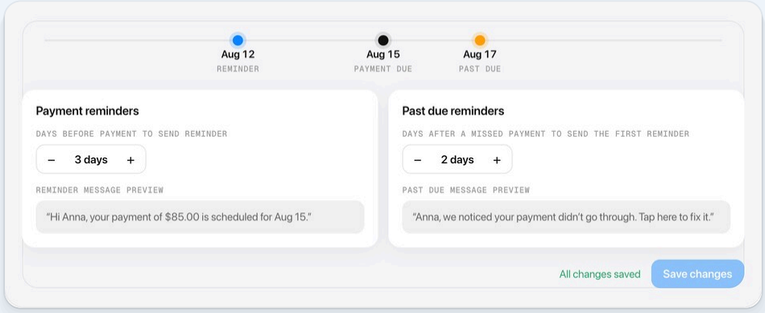
FEATURE 04 · AUTOMATED REMINDERS

How do we stop payments from going quiet?

Reminder rules the office sets once: a heads-up before a payment is due, and a nudge after one is missed.

FIXES · LATE PAYMENTS AND MISCOMMUNICATION

SCREENS REBUILT FROM THE TESTED PROTOTYPE



TESTING

Then I put it in front of 75+ people.

3.9/5

Patient self-serve dashboard

“Very easy and user friendly to navigate.”

3.8/5

Propensity-to-Repay usefulness

“Would save time by reducing individual calls.”

3.6/5

Readiness to switch on reminders

“Staff wanted proof that settings actually saved.”

Average ratings, out of 5. No critical accessibility blockers.



OUTCOME

And the CEO approved the designs and wants to push this out.

Pitched in person to the CEO, CFO and CPO, then handed off all 4 features plus the roadmap.

What I learned

Know who you’re talking to.

Users cared about their tasks, PMs cared about priority (13 ideas down to 4!), and the C-suite just wanted to know people would actually use it.

Figure out what success looks like first.

Making pretty UIs is honestly the easy part. Next time, I’m locking in the metric on day one.

It was tough at first.

Honestly, I didn’t know where to start. Now I’m way more confident presenting to a room.

“He took a messy problem and had a working prototype in 9 weeks. His execution was phenomenal. He had incredible drive and ambition in creating this product. Would highly recommend Sahil for any role.”



Johnathan Tebeau
Product Manager, WellFit Technologies

Designing a reason to come back to a one-time utility.

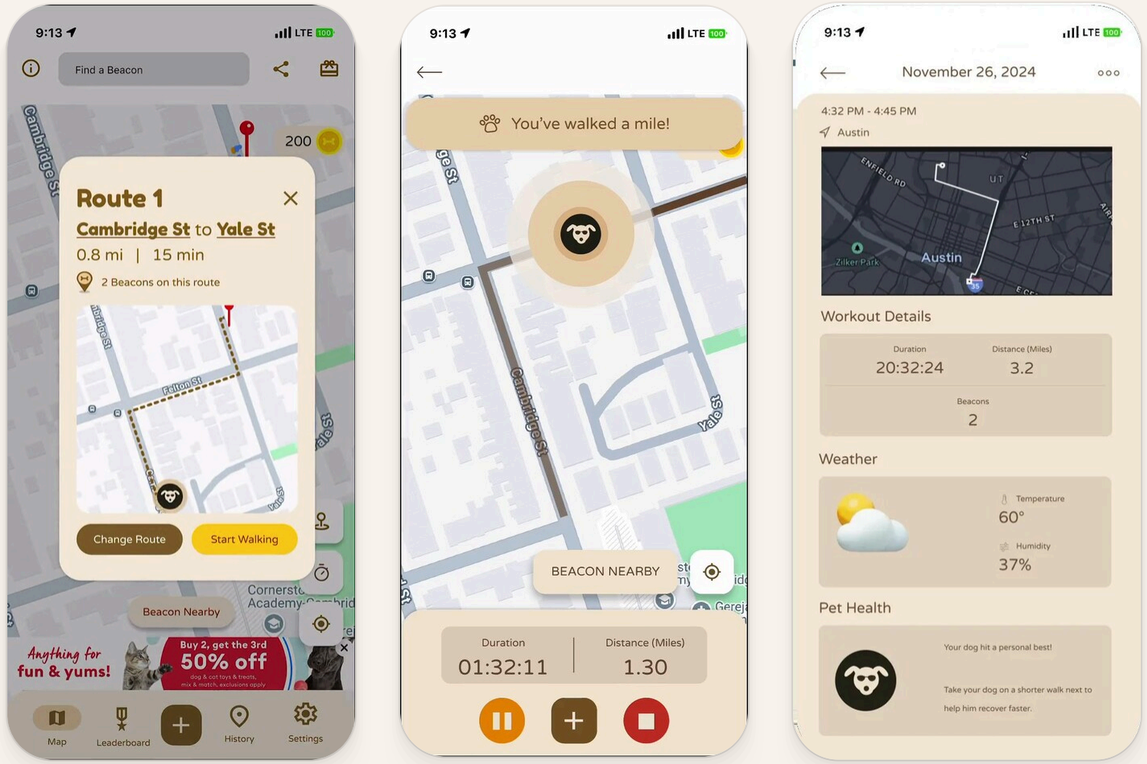
Dog owners used the app once, then totally forgot it. So I came up with Routes.

30

users in a month

15+

reusable components in one shared Figma library



ROLE
UX research, product design, storytelling

TYPE
Internship

TIMELINE
4-month internship · Fall 2024

TEAM
Linh Ly, Christina Tran, Harshini Kandagaddala

INDUSTRY
Early-stage startup · B2C pet app

THE PROBLEM

People used it once, then ghosted it.

Find a water bowl, collect a few things, close the app. Nothing brought you back.

"...however that got boring pretty quickly."

USER INTERVIEW

"I want a clear reason to come back to the app regularly."

SURVEY

RESEARCH · SURVEY 20+ OWNERS · 10+ INTERVIEWS · 4 MONTHS

So we asked dog owners what would bring them back.

6 of 500

users opened the app every day. Pretty much everyone else used it once and drifted off.

Our user data

21 of 21

don't use any app or service when they walk their dog. Not one!

Survey · 21 dog owners

14 of 21

would walk their dog more if the app tracked their fitness.

Survey · 21 dog owners

84%

want to track walk time and distance. Exploring new walking paths was right behind it (76%).

Survey · 20+ dog owners

72%

struggle with time or motivation, and 68% said their dog is hard to manage on walks.

Survey · 20+ dog owners

2 of 3

couldn't find the nearest water bowl. The favorite part? "Finding parks nearby."

Usability tests · 3 of the 10+ testers

So instead of piling on rewards, we went after the walk itself. That's where Routes and the goal tracker came from.

They didn’t need more places. They needed a reason to walk.

FEATURE 01 · MY IDEA

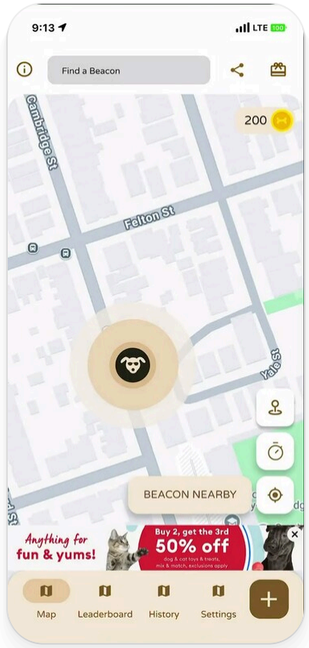
Routes

Borrowing from Pokémon GO, you pick a route and see its distance, time and the beacons along the way before you even leave.

FEATURE 02

Goal tracker

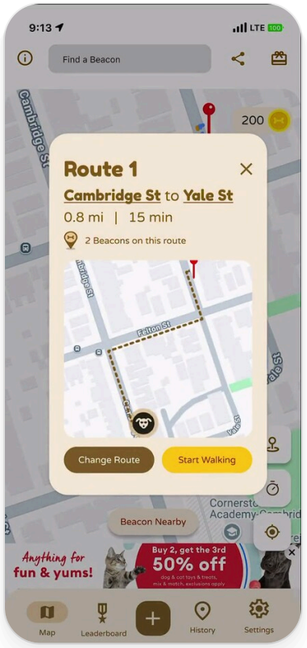
Borrowing from Nike Run Club, you set a goal, watch it fill up live, and hit moments like “You’ve walked a mile!”



01

Find a beacon

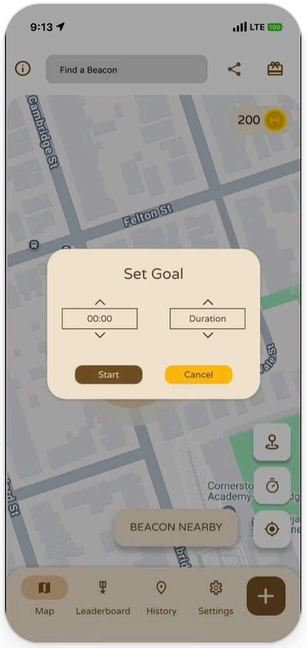
Water bowls, treat stops and parks near you, on one map.



02

Pick a route

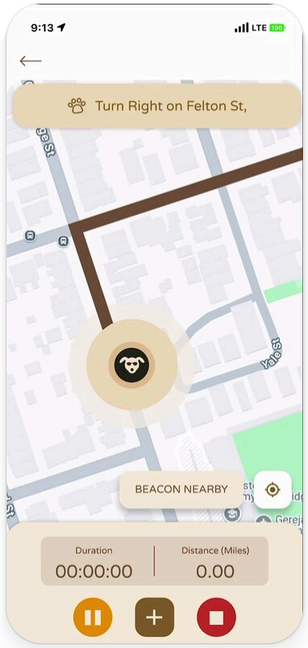
Distance, time and the beacons along the way, before you leave.



03

Set a goal

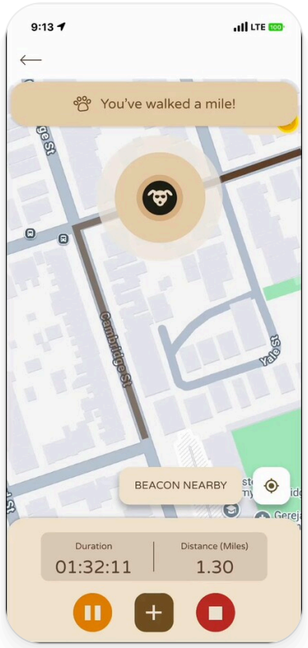
Choose a distance or duration to aim for, then the countdown starts.



04

Follow along

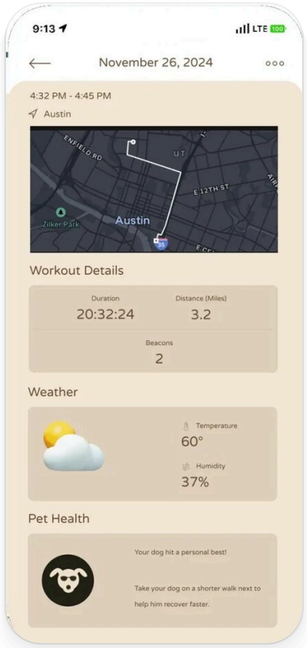
Turn-by-turn directions for you and your dog.



05

Track the walk

Live time and distance, with milestone moments like “You’ve walked a mile!”



06

See the summary

Route, weather and pet health after every walk.

OUTCOME

We handed it off, and hit 30 users in a month.

Honestly, this was such a great experience, and I learned a lot from Linh along the way.

What I learned

How to be a leader.

Linh showed me what it actually takes to lead a team, and that stuck with me.

How to work as one team for 4 months.

Four designers on one shared system means a lot of cooperating to keep everything moving together.

How to get through disagreements.

We didn't always agree! Working through it together is how we ended up with a product we were all proud of.

"Sahil is a driven, creative, and collaborative designer who genuinely cares about the product he works on. During group brainstorming sessions he's voiced many thought-provoking ideas, most of which have been implemented as new features. He learns very quickly and adapts seamlessly to feedback. Overall, Sahil has been an absolute joy to work with."



Linh Ly
UX Designer, IBM Cloud · Biscuit Beacon teammate

Helping older adults say how confident they feel about their diabetes.

How confident do patients feel? I tried four ways to ask, and one simple slider won.

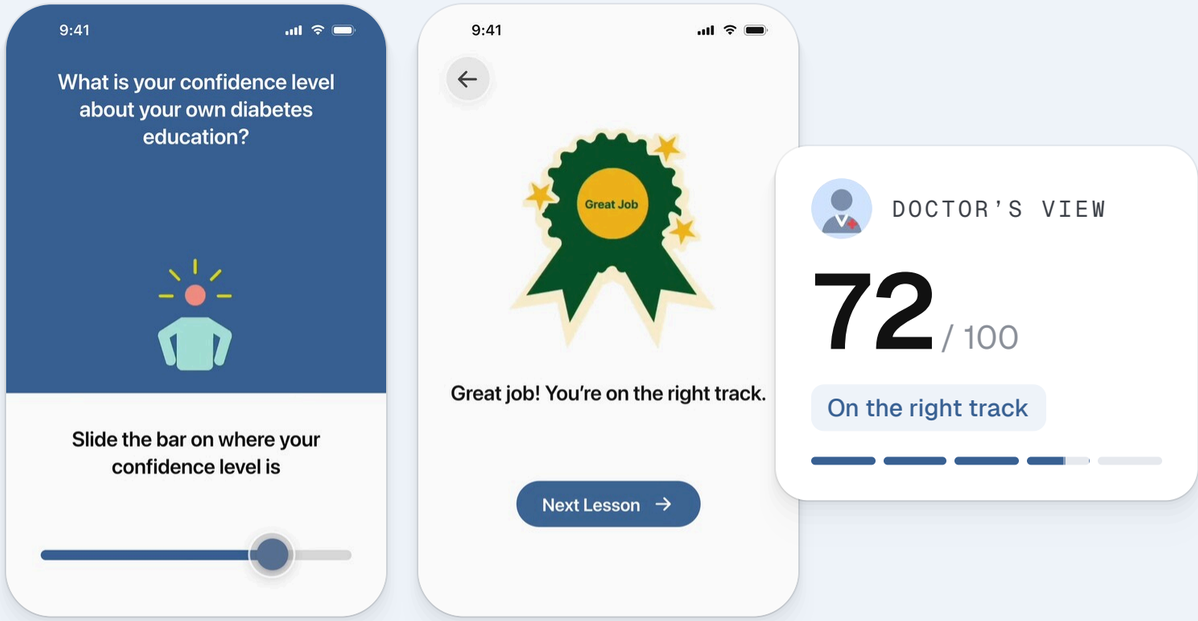
80%

of our users love the confidence slider bar

+25%

task completion vs. earlier testing sessions

Directional · 10 people · small sample, so no big claims



ROLE	TYPE	TIMELINE	PLATFORM	INDUSTRY
Solo designer: research, product design, testing	Contract	Contract · Feb – Apr 2024	iOS / Android	Health tech · Patient education

THE PROBLEM

Lessons can’t adapt to confidence they can’t see.

Competitors tracked numbers. None asked how confident patients felt, so the lessons couldn’t adapt to anyone.

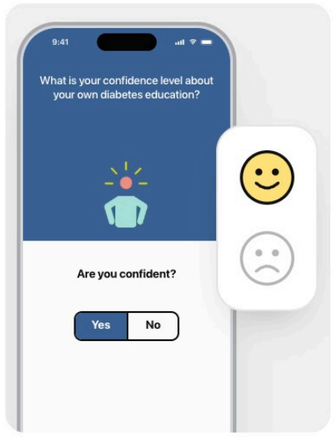
RESEARCH

0	competitors measured how confident patients feel
20+ yrs	how long our lead interviewee had managed it
1 / 3	Nearly one in three people ages 65 and older live with diabetes (CDC). So I designed for older adults, where diabetes is most common.

WHAT I TRIED

I tried four ways to ask. Three didn’t work.

Every version started on paper, then got tested.

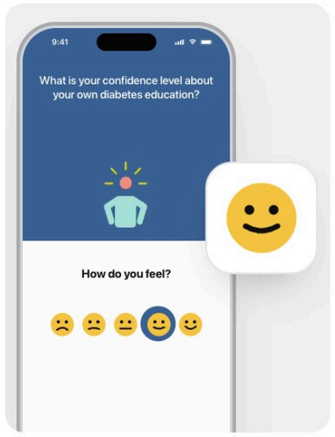


01

Pop-up survey

“Are you confident?” Yes or no

Too basic

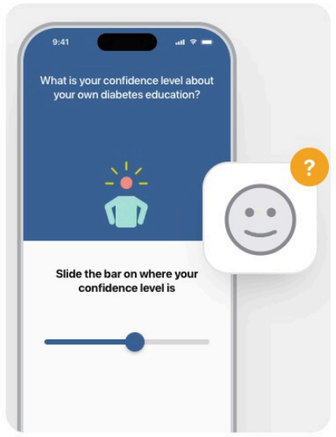


02

Smiley-face scale

“How do you feel?” Five faces

Felt less credible

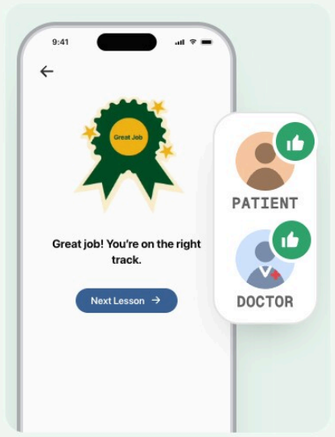


03

Slider

“Slide the bar on where your confidence level is”

Hard to interpret



04

Slider + number + message

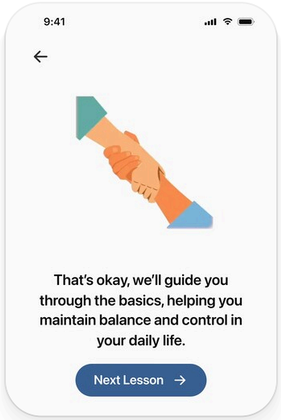
The same slider, then a number and a message

Legible to patient and doctor

THE SOLUTION

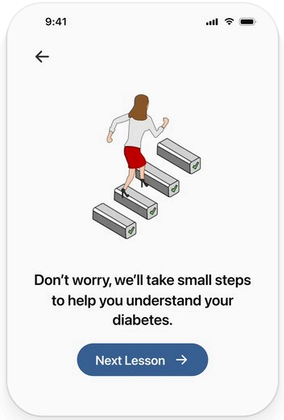
The fourth one did, and here’s why.

It fixes all three: patients can finally say how confident they feel, every level gets its own message, and doctors get a number they can read.



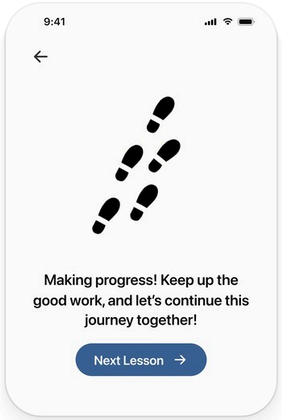
0-20

Needs the basics



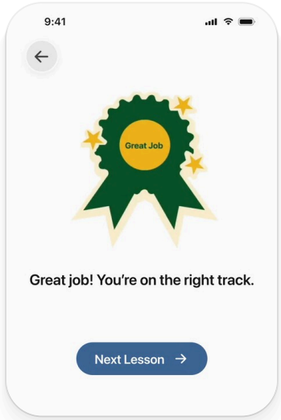
21-40

Small steps



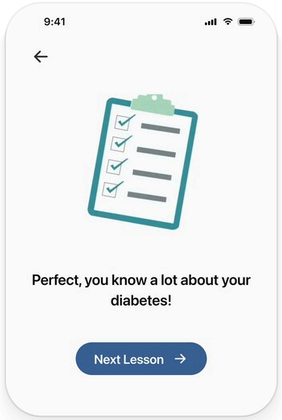
41-60

Making progress



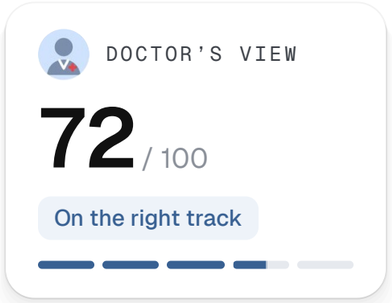
61-80

On the right track



81-100

Knows a lot



WHAT THE DOCTOR GETS

A number the doctor can read

The patient gets a message that fits. The doctor gets a number they can read.

WHY IT WORKS

One fine-grained slider

Drag, then let go. Built for people who aren’t comfortable with tech. Fewer mis-clicks than small tap targets.

WHAT I LEARNED

Credibility is part of usability.

The smiley faces felt friendlier but less credible, and in health, trust matters.

Sketch every option first.

Paper made it super cheap to throw three versions away.

Next: voice and contrast.

Read labels aloud while sliding, and make the track bolder.

Making license renewal a routine, not a scramble.

Dentists tallied license hours by hand, so we designed one place to track them.

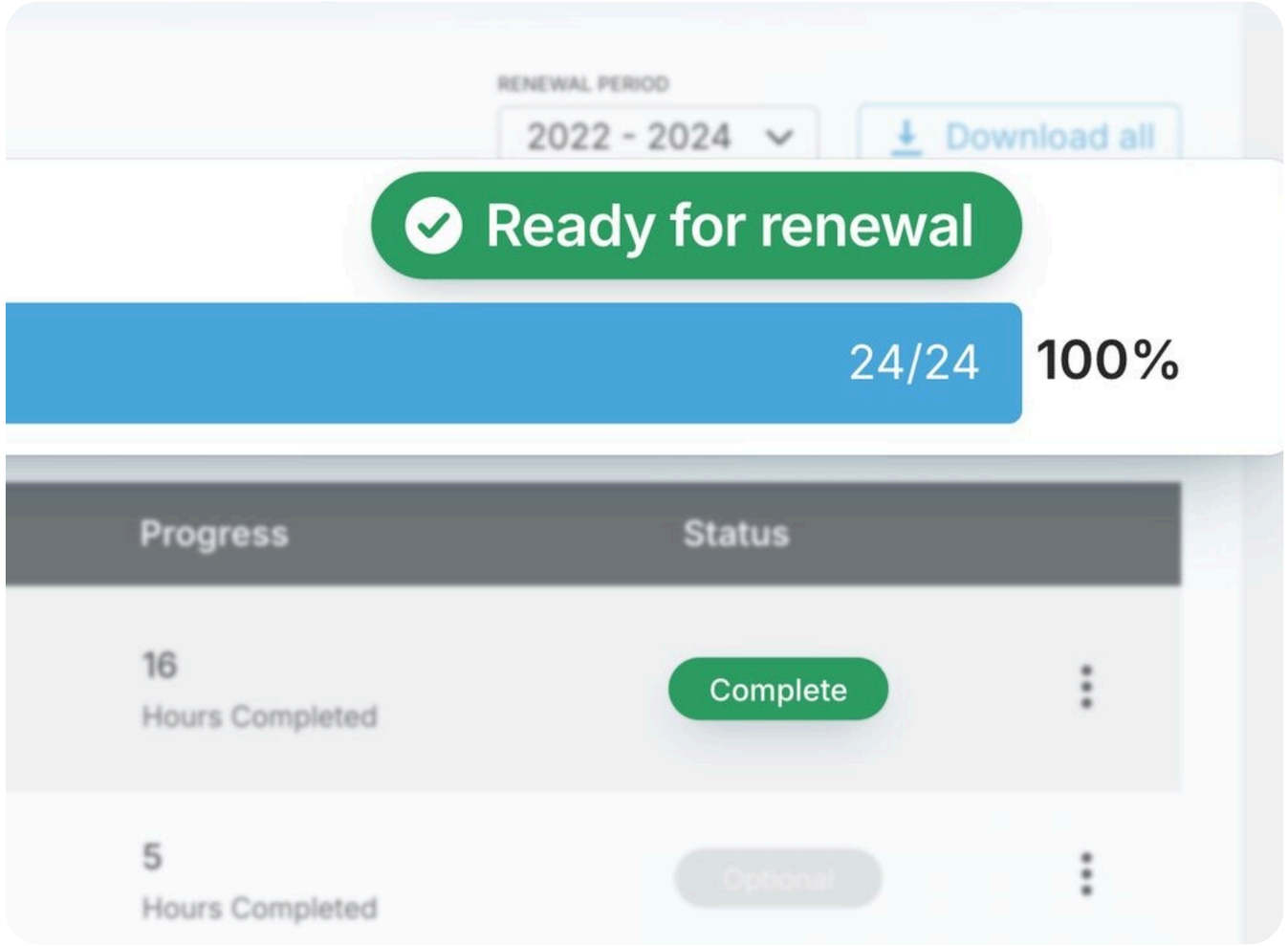
15

interviews, led by me

2

features: one place to start, and status at a glance

A/B TEST Same tasks on a generic dashboard and a personalized one: they finished faster on the personalized version.



MY PART
Designed the dashboard, led the research

TYPE
Internship

TIMELINE
4-month internship · Fall 2024

TEAM
Krish Parmar, Ava Jiang, Aayushi Prasad

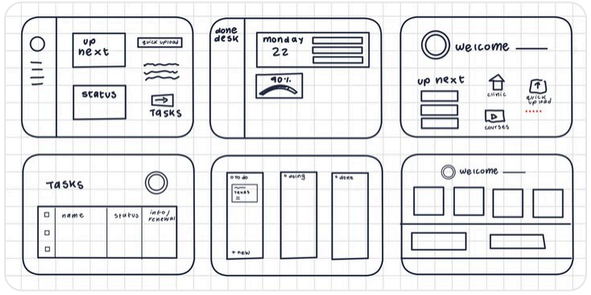
INDUSTRY
Health tech · Dental compliance

THE PROBLEM

Miss your hours, lose your license.

Hours got tallied by hand, and the gaps showed up at renewal, way too late.

SCATTERED	Certificates ended up “somewhere”: a pile on the desk, an inbox, a random folder.
BY HAND	Every hour was counted with pen and paper, so it was easy to miss one.
TOO LATE	The gaps only showed up at renewal, when it was too late to catch up.



SKETCHES · WIREFRAMES FOR THE CE TRACKER

RESEARCH

So I asked the people doing the tracking.

15

interviews · Led by me

Heuristic evals

Throughout the project

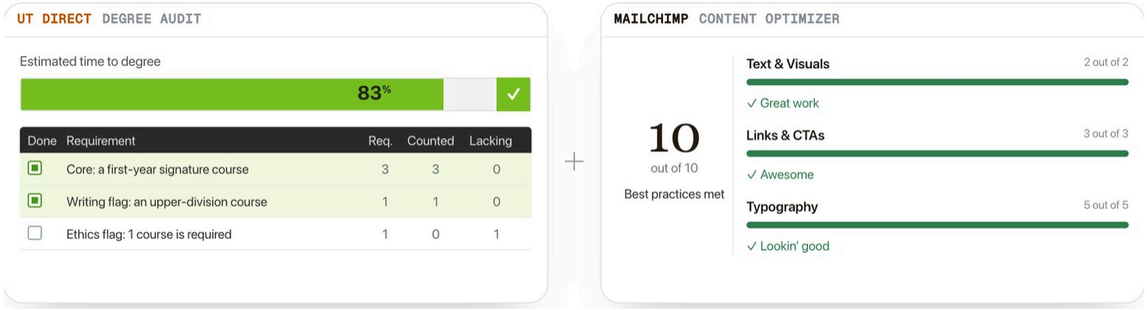
Sketches

Layouts around what they asked for

WHAT THEY WANTED What’s done → What’s left → One next step

We borrowed from a degree audit and Mailchimp.

UT Austin’s degree audit already shows what’s done and what’s left, and Mailchimp makes a score feel friendly. We mixed the two.



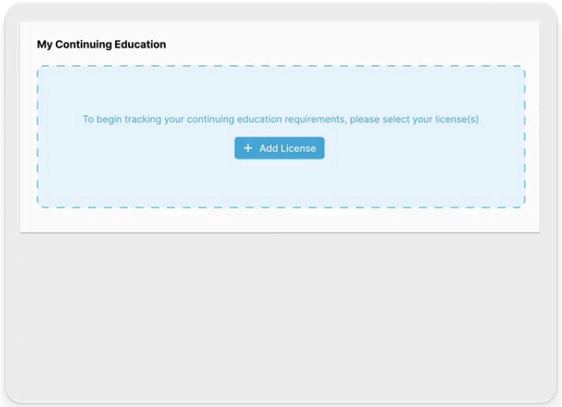
Degree audit, borrowed: a % to done, and a checklist of requirements

Mailchimp, borrowed: one big score, and friendly status bars

THE SOLUTION

They needed status before detail.

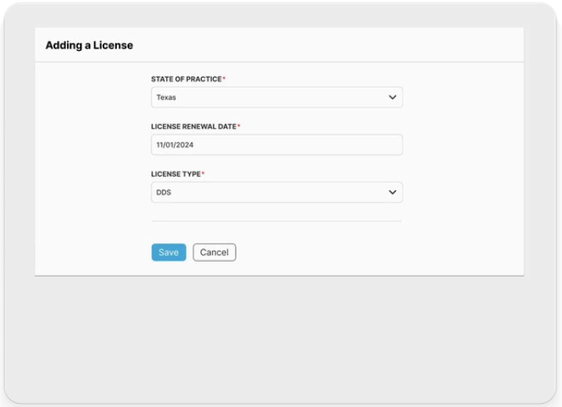
One path, from a blank account to ready for renewal.



01

Start

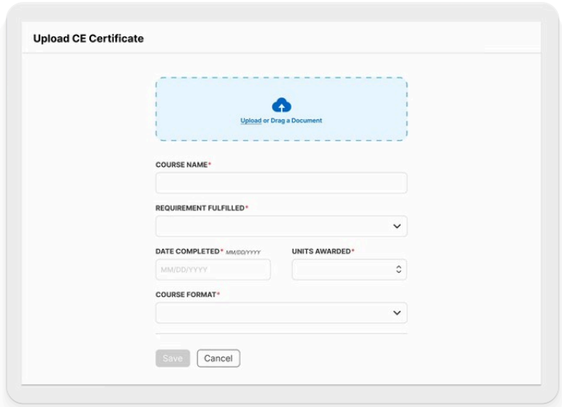
A new account shows a single action: add a license.



02

Add a license

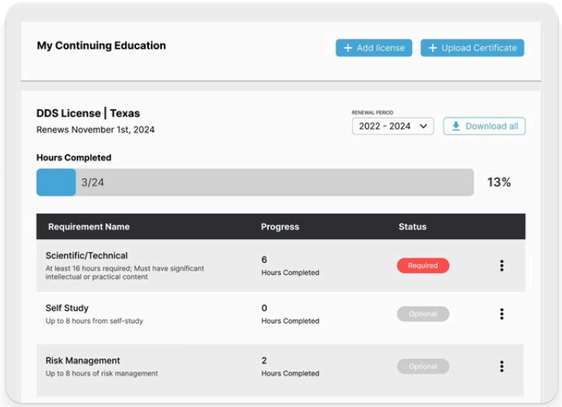
State of practice, renewal date and license type. From here, Done Desk knows exactly which hours you need.



03

Upload a certificate

Every certificate goes to the requirement it counts toward, so nothing ends up in a pile.



04

See what's left

Hours and percent sit above everything else, with a status for each requirement.

A/B TEST

Let the test settle it.

Instead of arguing over which dashboard was better, an A/B test just answered it for us.

THE PITCH

Then I pitched it to a room with 5+ CEOs in it.

A UT Austin design showcase with 30+ attendees.

WHAT I LEARNED

Working with the stakeholder was tough at times.

We clashed on ideas more than once! After several calls and a lot of ideating, we came to a conclusion together.

TAKE-HOME DESIGN TASK · NOT ADOPTED BY CMUX

Show the terminal. Don’t describe it.

cmux is a terminal for running a bunch of AI coding agents at once. Its site listed features instead of showing them, so for a take-home I redesigned and rebuilt it.

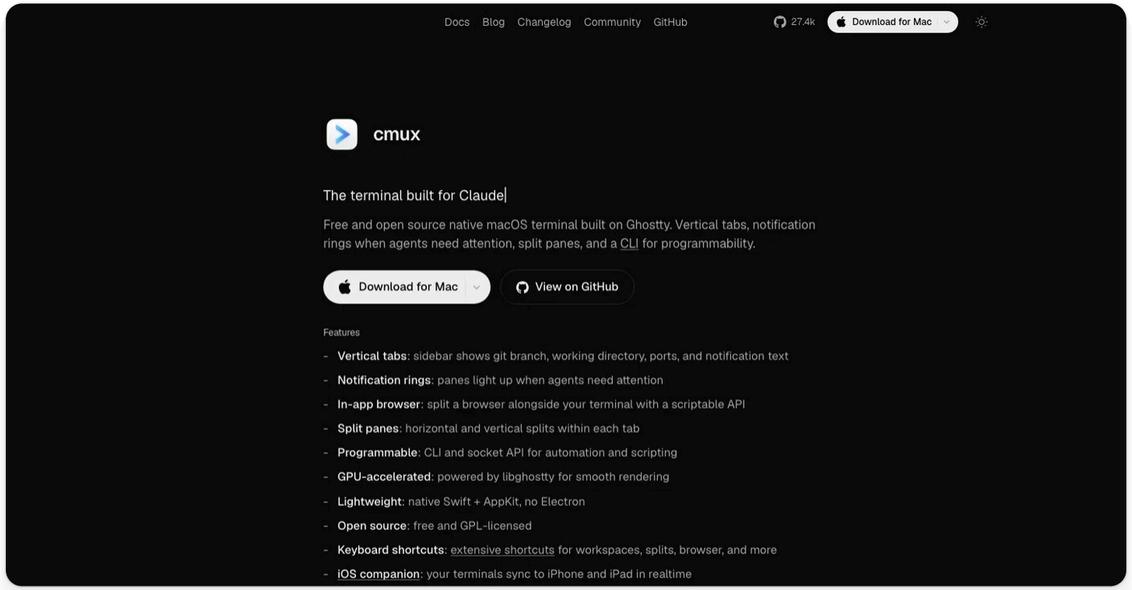
~~Ten bullets, all equal weight~~	→	One question, four shown features
~~The product sat below the fold~~	→	The product runs in the hero
~~Proof behind a long FAQ~~	→	Stars, license and agents under the hero

I presented it the first time, and he hated it.

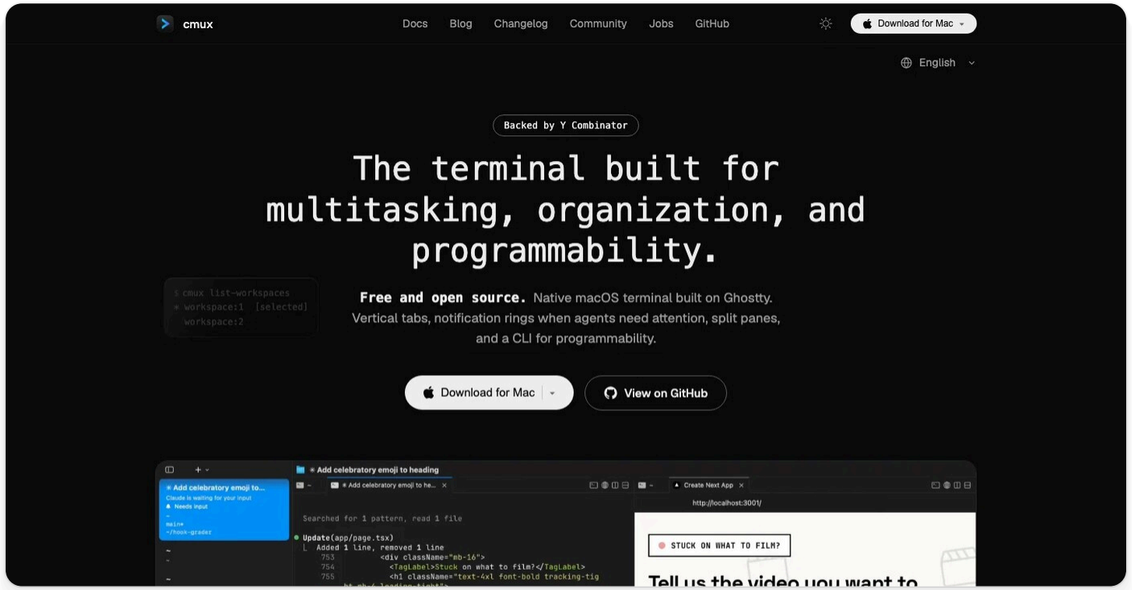
Yep. The CEO did not like my first design, and he gave me a whole list of design critiques. Round two, he loved it (and admitted he really didn’t like the first one):

“This is actually really good.”

THE CEO, THE SECOND TIME AROUND



BEFORE · CMUX.COM · TEN FEATURES, ALL EQUAL-WEIGHT BULLETS



AFTER · MY REDESIGN · BUILT WITH CLAUDE, DEPLOYED ON VERCEL · CMUX-REDESIGN.VERCEL.APP

CONTACT

Let’s talk.

This is just a snapshot! Want the long version? Grab 30 minutes with me.

EMAIL	sahilmalgundkar8@gmail.com →
BOOK A CALL	30 min on Calendly →
WEBSITE	sahilmalgundkar.com →
LINKEDIN	in/sahilmalgundkar →
X	@sahildesigner23 →

“I gave him one of our underutilized payment products and asked him to figure out why it wasn’t landing. What he brought back was a rethink of the whole strategy, built around what would actually get healthcare offices to adopt it, along with a ranked list of enhancements by impact and effort. Any team would be lucky to have him.”



Paul Little
Product Manager, WellFit Technologies

“He consistently delivered thoughtful, user-centered designs, communicated clearly, and moved quickly without sacrificing quality. Proactive, reliable, and easy to collaborate with across product and engineering. I’d strongly recommend him for any UX design role.”



Chris Lyu
UX Designer, Syntone AI