

SAHIL MALGUNDKAR

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Product designer with 2+ years designing mobile-first SaaS and AI products end to end, from user research and usability testing to prototyping, design systems, and build-ready specs. Sole designer on four features greenlit for build at WellFit Pay.

EXPERIENCE

Product/UX Research - Irving, TX - Internship | WellFit Jun 2026 - Aug 2026

- Delivered four end-to-end features in 9 weeks as sole designer for WellFit Pay's Payment Arrangements platform: patient dashboard (mobile and desktop), automated reminders, office metrics dashboard, and a staff-only Propensity-to-Repay score
- Planned and ran pre-launch usability testing with 75+ participants across UserTesting.com, internal staff, and a partner dental office; the patient dashboard rated 3.9/5 and the Propensity-to-Repay concept 3.8/5
- Led discovery through 9 stakeholder interviews, 3 dental office sessions, and a 9-platform competitive analysis, scoping a product roadmap of 13 features
- Presented the productization strategy directly to the CEO, CFO, and CPO; the CEO greenlit the features for build

Product Designer - Remote - Contract | Syntone AI Oct 2025 - Dec 2025

- Designed the end-to-end experience for an AI fashion chatbot at an early-stage startup, from concept through interaction design
- Ran comparative usability testing (5 manual vs. 5 chatbot-assisted users), validating faster outfit selection through the chatbot
- Redesigned the discover page mobile-first, unifying recommendations, weather, and trends while improving accessibility
- Translated variable AI model outputs into consistent, on-brand UI patterns

Product Designer - Austin, TX - Internship | Biscuit Beacon Sep 2024 - Dec 2024

- Owned end-to-end design of a routes and goal-tracking feature for a dog walking app, aimed at improving retention and monetization
- Uncovered usability gaps through task-based testing with 10+ users and time-on-task analysis, directly shaping feature development
- Built a 15+ component Figma design system library (route cards, goal trackers, navigation), standardizing UI patterns app-wide
- Informed design decisions through 10+ user interviews, surveys, card sorting, and competitive analysis

Product Designer - Austin, TX - Contract | Done Desk Sep 2024 - Dec 2024

- Created a CE and license tracking dashboard for dentists, replacing manual tracking and restructuring IA to reduce workflow complexity
- Directed A/B testing of generic vs. personalized dashboards; users completed tasks faster on the personalized version
- Surfaced usability gaps through 15 user interviews and heuristic evaluations, validating design decisions throughout the project
- Pitched the product at a UT Austin design showcase to 30+ attendees and 5+ CEOs

UX Researcher - Dallas, TX - Internship | Capacity Catalyst Jun 2024 - Aug 2024

- Analyzed 50+ interviews with BLM community members and police officers, identifying behavioral patterns that shaped UX frameworks
- Applied diary studies and card sorting to validate content hierarchy and capture longitudinal user behavior
- Facilitated recurring focus groups with 10+ participants, translating insights into human-centered design priorities

Product Designer - Austin, TX - Contract | Thrive Education Feb 2024 - Apr 2024

- Developed an accessible slider for an iOS and Android diabetes education app that gauges elderly users' confidence in their diabetes knowledge
- Restructured lesson hierarchy and navigation, validated through usability testing with 10 participants, observing a ~25% increase in task completion
- Partnered with founders, developers, and project managers to refine a workflow that accelerated delivery by 5%

PROJECTS

AI tools: Prototyped and launched live AI web tools, including YC Portfolio Checker, UGC Checker, LinkedIn Outreach Coach, and Voice to Prompt (sahilmalgundkar.com)

Motion design and content: Produced motion design and product launch films, including a Claude showreel, plus a UGC campaign that reached 1.1M+ views

EDUCATION

Bachelor of Science, Informatics, Minor in Communication Studies | The University of Texas at Austin May 2025

SKILLS

Product design: User research, usability testing, A/B testing, interaction design, UI design, prototyping, wireframing, information architecture, design systems, accessibility (WCAG), mobile-first design

Tools: Figma, FigJam, Framer, Origami Studio, Sketch, Adobe XD, Adobe Creative Suite, Miro, UserTesting.com

Collaboration: Cross-functional execution, stakeholder presentations, storytelling, OKR frameworks, SAP S/4HANA