Anushka Nandeshwar

Product Designer (UX/UI) | B2B SaaS & AI Products

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Eligible to work part-time in Ireland (20 hrs/week in term, full-time in holidays)

SUMMARY

Product designer with 3+ years in B2B SaaS and generative AI, most recently designing three AI tools for Ether, a school platform used by 75+ schools and 20,000+ families, where teachers review and admins approve every AI output. Works end to end, from research and information architecture to prototypes and design UAT, with a software development background. MSc HCI student at UCD, open to part-time or flexible UX/UI roles.

EXPERIENCE

Associate UI/UX Designer, Universal Educon (Ether), Mumbai, India Nov 2025 – Jul 2026

Ether is an all-in-one school operating system (AI tools, CRM, ERP) used by 75+ schools and 20,000+ families across India.

- Led the UI redesign and design UAT of 3 generative AI products plus CRM and ERP, across staging and live releases.
- Designed human-in-the-loop approval flows so no AI output reaches students unchecked: AI drafts, teachers review and edit, admins or coordinators approve.

UX/UI Designer (Freelance), Fiverr, Remote Mar 2025 – Nov 2025

- Delivered wireframes, prototypes and user flows in Figma for clients worldwide, keeping a consistent 5-star rating.
- Translated client goals into accessible, user-centred designs, from first brief to developer-ready files.

UX Designer, Wohlig Transformation, Mumbai, India Apr 2023 – Feb 2025

- Led end-to-end UX for enterprise finance and B2B apps: personas, wireframes and responsive UI.
- Audited legacy systems for UX gaps and proposed redesigns that improved usability and conversion.
- Ran usability tests and iterated with business, product and engineering teams through to pixel-perfect delivery.

UX Designer Intern, Internset, Remote Apr 2022 – Aug 2022

- Built interactive prototypes, wireframes and UI components, backed by market research and competitor analysis.

PROJECTS

Data Deck | BUILD IRL Vol. 1 Solana Hackathon, Dublin Sep 2026

- Designed the frontend for a game that turns wearable health data into collectible cards that players can lend to research, including consent, kill-switch and researcher portal screens.

The Easy Suite AI Ecosystem (Ether) | B2B Web & Mobile | Case study 2025 – 2026

- **EasyPlan:** Revamped the interface and ran staging and live UAT for AI lesson planning, where teachers generate plans from uploaded chapters for admin approval.
- **Elevate** (case study): Designed Practice Mode for the mobile app, a gamified 4-level quiz system (easy to hard) on a 260-question bank, with flows for students, parents, teachers and coordinators.
- **EasyScore** (case study): Designed evaluation workflows for admins (question papers, rubrics) and teachers (answer sheets) for accurate AI-assisted grading.

Enrol CRM & ERP Integration (Ether) | Enterprise Dashboard 2025 – 2026

- **CRM:** Designed a payment feature inside the CRM workflow to make fee collection more efficient.
- **ERP:** Ran design UAT across the core ERP modules to ensure visual consistency and functional integrity.

EDUCATION

MSc Human-Computer Interaction, University College Dublin (UCD), Dublin 2026 – Present

B.Voc. Software Development, Jai Hind College, Mumbai (CGPA 8.87, Grade A) 2018 – 2021

SKILLS

Design: Interaction Design, Information Architecture, Wireframing, Prototyping, Visual Design, Design Systems, Component Libraries, UI Kits, Cross-Platform Design (Web, iOS, Android), Accessibility, Human-Centred Design
Research: User Interviews, Personas, Journey Mapping, User Flows, Usability Testing, A/B Testing, Heuristic Evaluation, Design UAT
Tools: Figma, Framer, Jira, Adobe Photoshop, Adobe XD, Claude, ChatGPT, Gemini
Languages: English (professional working proficiency)

CERTIFICATIONS

Google UX Design Certificate (Coursera, 2026) | Google AI Professional Certificate (Coursera, 2026) | UX Foundations: Interaction Design (LinkedIn Learning, 2025) | Complete Web & Mobile Designer (Udemy, 2025) | UX Design Essentials: Adobe XD (Udemy, 2022) | Junior Software Developer (NASSCOM, 2022)