

DEBASHIS ROY

Product Designer · Visual & UI Craft · Mobile · Design Systems

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SUMMARY

Product designer, three and a half years, most of it on high-fidelity UI and the visual layer of design systems: type scales, colour and spacing, iconography and component states across mobile and web. I take validated flows and wireframes through to pixel-level screens and interactive prototypes, then sit through design QA with engineers so the build matches the file. I read HTML, CSS and JavaScript well enough to know what will be cheap or expensive to implement, and I use Figma AI, Claude and Cursor daily to get more visual directions on the table faster than I could by hand.

SKILLS

Visual & UI: typography and type scales, colour, spacing systems, iconography, layout and hierarchy, component states, high-fidelity mockups, interactive prototypes, pixel-level design QA

Figma: components, variants, auto-layout, variables and tokens, constraints, prototyping; FigJam

Design systems: built from scratch — design tokens, component and pattern libraries, documentation and governance, accessibility guidelines, developer handoff

AI-augmented workflow: Figma AI, Claude, Claude Code, ChatGPT, Cursor — used daily for visual exploration and rapid prototyping

Also: user flows, information architecture, wireframes, usability sessions; HTML, CSS, JavaScript, Git, for implementation-aware decisions

EXPERIENCE

Product Designer · Singularis Ventures

Jan 2026 – Present

Career intelligence platform · consumer product · web, Android and iOS

- Take flows and wireframes through to high-fidelity screens and interactive prototypes for a consumer product shipping on web, Android and iOS.
- Own the visual layer of the product's design system: type scale, colour, spacing, iconography and component states, held consistent across all three platforms.
- Use Figma AI and Claude to put several visual directions in front of the team early, rather than arriving with one and defending it.
- Sit with engineers through handoff and design QA, flagging pixel-level deviations before release.

UX Designer · Fortmindz Pvt. Ltd.

Nov 2024 – Jan 2026

Enterprise SaaS · policy management and approval workflows

- Built a component-based design system from scratch across several product modules: tokens, component and pattern libraries, documentation, governance and accessibility.
- Designed dense dashboard and approval UI where hierarchy has to carry the meaning — spacing, weight and colour doing real work rather than decoration.
- Ran design reviews and mentored junior designers, keeping critique blunt and about the work rather than the person.

UX Designer · Fördel Studios

Dec 2022 – Nov 2024

Product design agency · web and mobile

- Two to three client projects at a time on web and mobile, in a setting where the UI polish a client notices decided whether the work was accepted.
- Presented multiple visual directions for each significant screen and narrowed down with the client, instead of showing a single option.

SELECTED WORK

- **RoadmapAI — personalized career roadmap (iOS).** High-fidelity mobile UI for a generated roadmap, with progressive disclosure keeping a dense result light on a small screen.
- **Energize — AI-based EV route planner (Android & iOS).** Glanceable navigation UI: range, detour and charging information legible in a couple of seconds by someone who is driving.
- **CRGT — B2B coverage generation platform (web).** Dense table and filter views with a hierarchy that survives thousands of rows, plus honest empty, error and loading states.

EDUCATION

- Bachelor of Computer Applications (BCA), Siliguri College (Univ. of North Bengal) — 2023
- Google UX Design Professional Certificate, Coursera — 2025
- Languages: English, Hindi, Bengali