

KRISHANTHAN S

Lead Product Designer | UI/UX Leader Scalable
Design Systems & Digital Experiences

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[Portfolio](#)

ABOUT

Lead Product Designer with 10+ years of experience across service and product design. I specialize in creating scalable, accessible, and visually refined design systems that align user needs with business goals. Currently leading a 20+ member design team at Lollypop Design Studio, I focus on solving complex problems with a product-thinking mindset, combining strategy, craft, and collaboration to deliver measurable outcomes.

EXPERIENCE

March 2026 - Present

Lead Product Designer, Intellect Design Arena

- Own the end-to-end design strategy and execution for key banking and financial products, ensuring alignment with business objectives and user needs.
- Collaborate closely with Product Managers, Subject Matter Experts (SMEs), Business Analysts, and stakeholders to translate complex requirements into intuitive user experiences.
- Partner with Marketing and Business teams to analyse market trends, competitor offerings, customer insights, and product performance to inform design decisions and product strategy.
- Work alongside Engineering teams throughout the development lifecycle, facilitating design handoff, reviewing implementations, and ensuring high-quality user experiences in production.
- Lead and mentor designers, drive design reviews, establish best practices, and contribute to scalable design systems that improve consistency and efficiency across products.

April 2022 - March 2026 (4 Years)

Lead UI Designer, Lollypop Design Studio

- Led a team of over 20 designers at Lollypop Design Studio, creating impactful digital experiences for top clients across industries
- Managed end-to-end product design lifecycle for key projects from research and wireframing to final handoff ensuring consistency across design systems and product platforms.
- Collaborated with PMs, developers, and stakeholders to define product roadmaps, align UX goals, and deliver data-backed, scalable design solutions.
- Mentored designers by giving feedback, guiding creative direction, and supporting their professional growth.
- Made important design decisions to maintain consistency, usability, and high standards across all platforms.
- Continued to be hands-on with design, especially on complex projects that required deep expertise in modern UI/UX trends and design systems.
- Improved design efficiency by streamlining Figma workflows and establishing reusable UI patterns, reducing delivery time by ~25%

EXPERIENCE

January 2021 - March 2022 (1.5 Years)

Senior Product Designer, Freelance

- Worked as a freelance UI/UX designer for a Myanmar-based company, focusing on their social media product Mocial.
- Designed mobile-first, accessible user interfaces and user flows, ensuring a seamless UX tailored to audience needs.
- Collaborated closely with the development team to make sure designs were implemented accurately and efficiently.
- Took ownership of both the creative and functional aspects of the product, balancing design quality with real-world constraint
- Built a reusable design system and component library to support scalability and brand consistency across the product.

EDUCATION

August 2011 - May 2015

B.E Computer Science, Apollo Engineering College

SKILLS

Product Design: UX Research - Wireframing • Prototyping • Interaction Design - Information Architecture • Usability Testing • Design Systems • Accessibility (WAG)

Leadership & Team Management: Design Strategy • Product Thinking • Stakeholder Alignment - Cross-functional Collaboration • Agile / Sprint Design

Client Communication & Relationship Handling: Worked closely with clients to understand their goals, present design solutions, and build long-term trust through clear communication and timely delivery.

Managing Multiple Projects Simultaneously: Handled multiple design projects across different domains, balancing priorities and ensuring each project met deadlines and quality standards.

User Research & Insights Gathering: Conducted user interviews, surveys, and market studies to gain deep insights into user needs and behaviours, helping inform design decisions.

Usability Testing & Evaluation: Ran usability tests and feedback sessions to identify pain points and improve product experiences based on real user input.

Information Architecture: Structured content and navigation in a way that helps users find what they need quickly and intuitively.

UX Design & User-Centred Thinking: Designed workflows, wireframes, and prototypes focused on solving user problems effectively and creating meaningful experiences.

Visual Design & Aesthetic Detailing: Crafted visually engaging interfaces with a strong sense of layout, typography, color, and branding.

Design System Creation & Maintenance: Built scalable design systems to maintain consistency across large products and streamline collaboration with developers.

Designing for Consistency & Scalability: Ensured design decisions supported long-term growth and adaptability of products across platforms.