

Nikita Saner

Product Designer

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SUMMARY

Product Designer with experience in leading end-to-end design processes for AI-powered, enterprise SaaS, ed-tech, and wellness products. Demonstrates expertise in product strategy, user research, usability testing, and information architecture. Skilled in creating user-centered experiences that enhance adoption, efficiency, and business outcomes through effective collaboration with teams.

PROFESSIONAL EXPERIENCE

Product Designer, MisticusMind - Enterprise Legal AI Platform | **Oct 2025 - Present**

- Led end-to-end design strategy for product rebuild across a 7-person team, incorporating user research insights that reduced drop-off by 42% and improved activation by 30%.
- Remapped information architecture and designed user flows across 5+ operational workflows, consolidating fragmented navigation into task-oriented journeys that reduced structural friction and accelerated adoption by 35%.
- Designed AI trust workflows including citations, confidence indicators, verification panels, and human-review states, reducing first-query time 72% and increasing usage 35%.
- Established 5 proprietary GenAI interaction patterns including adaptive responses, review states, and inline drafting mechanisms, creating scalable standards across platform experiences.
- Built a token-first design system with WCAG-compliant components and reusable patterns, reducing interface inconsistencies by 80% while accelerating feature delivery velocity by 46%.
- Collaborated directly within engineering workflows by creating feature branches, generating UI components from Figma designs using Claude AI, and submitting pull requests, accelerating implementation cycles.

UX Designer and Design Researcher, Urban Griot Playground - Ed-Tech Platform | **May 2024 - Jun 2025**

- Designed an end-to-end onboarding ecosystem connecting physical kit and digital experiences, incorporating plain-language content design that reduced user confusion from 85% to 15% while increasing pilot participation by 40%.
- Shipped companion platform MVP as sole designer, rapidly defining architecture, interaction flows, and visual experiences that unified fragmented learning touchpoints across channels.
- Led validation initiatives with 50+ educators and researchers, identifying 4 critical usability barriers that informed roadmap priorities and launch readiness decisions.

UX Designer and Researcher, Center for Design - Northeastern University | **Jan 2024 - Jun 2024**

- Designed end-to-end digital conference experiences supporting registration, scheduling, ticketing, and attendee engagement workflows for an international design research event.
- Redesigned platform information architecture using behavioral analytics and support insights, reducing user support requests 45% across a 2,000+ participant ecosystem.
- Delivered an accessibility remediation roadmap through WCAG 2.1 evaluation, prioritizing navigation and interaction improvements for engineering implementation across platforms, ensuring compliance with accessibility standards.

UI/UX Designer, Wobot.ai - Computer Vision SaaS | **Sep 2021 - Mar 2022**

- Redesigned enterprise workflow platform used for configuring AI video analytics deployments, reducing task completion time threefold while improving post-launch satisfaction scores.
- Created reusable dashboard components, monitoring interfaces, and operational workflow patterns, improving consistency and scalability across enterprise computer-vision applications.
- Redesigned product landing pages and case-study experiences, translating complex AI capabilities into business-focused messaging that contributed to a 14% increase in enterprise lead generation.

PROJECTS

Holisti - AI Wellness iOS App **Jan 2025 - Apr 2025**

- Conducted multi-method research across 100+ sources and 20+ competitors, identifying wellness fragmentation challenges that informed architecture across five product modules.
- Designed AI-powered wellness experience validated through usability testing, achieving 90% task success and 95% onboarding comprehension after iterative problem resolution.

EDUCATION

Northeastern University - Master of Professional Studies, Digital Media - Interactive Design **Sep 2022 - Jul 2025**

Vishwakarma Institute of Technology - Bachelor of Technology, Instrumentation and Control Engineering **Aug 2016 - Oct 2020**

SKILLS

Product Design : UX Design, Interaction Design, Information Architecture, User Flows, Wireframing, Prototyping, Design QA, Visual Design, Typography, Content Design, Rapid Prototyping, Accessibility Design

Research : User Interviews, Usability Testing, Contextual Inquiry, A/B Testing, Qualitative & Quantitative Research, Journey Mapping , Competitive Analysis, User Research

AI & Emerging Interfaces : AI Interaction Design, Human-AI Interaction, Conversational UI, AI Trust Systems, Human-in-the-Loop Design, Agentic Workflow Design

Design Systems : Design Systems, Component Libraries, Design Tokens, Accessibility (WCAG 2.0/2.1)

Tools : Figma, Figma Make, Miro, Hotjar, Claude AI, Cursor, HTML, CSS, Adobe Creative Suite, Jitter, Airtable, Jira, Paper

WRITING

Published Author, Medium/UX Bootcamp **May 2026 - Present**

Published 'Why is Good Design Faster Than Medicine?' in UX Bootcamp on Medium, explored how biophilic design, evidence-based environments, and human-centered spatial design directly accelerate patient recovery; and designing healthcare experiences that serve human wellbeing.