

# Naman Gupta

## Product Designer

ux.namandesign@gmail.com | 0466 402 873 | Sydney, NSW (Full Working Rights)  
linkedin.com/in/namang1510 | https://naman-design.vercel.app

## Career Summary

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Product Designer with two years across enterprise (HCLTech), startups, and Apple's Foundation Program at UTS, and a Master of Interaction Design. I lead with research and prototypes, ship in code where it helps, and care about how a product behaves at the edges, not just the happy path.

## Experience

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### iOS Design Resident | Apple Foundation Program @ UTS

Oct 2025 – Nov 2025

- Selected as one of **30 residents from across all UTS faculties** for a competitive program to build native iOS solutions using Apple's Human Interface Guidelines.
- Led the design of "LUMO" (emotional recognition app); commended by **Apple VP Lisa Jackson** on demo day

### UX Consultant & Academic Trainee | HCLTech

Jan 2023 – Jan 2024

- Produced UI screens and component variants in **ServiceNow** for enterprise tickets from **Nokia, Corteva, and Tableau**, working under senior designers and shipping to weekly review cycles.
- Contributed dashboard screens to **Nokia's network management** workstream, focused on how alerts and topology data were laid out so on-call engineers, could read a fault without drilling two screens deep.
- Designed offline form patterns for **Corteva's field scientists (100+ users)**, partnering with engineers on the sync and conflict states for low-coverage trial sites..
- Maintained the team's shared **Figma library** and ran **WCAG 2.1** checks on handoff packages, sitting in weekly dev syncs to catch gaps before QA.

### UI/UX Design Intern | Helpy Moto (Roadside Assistance Startup)

July 2022 – Oct 2022

- Worked directly with the founders to redesign the SOS and mechanic booking flows, creating a clearer interface for users stranded on national highways.
- Worked with the product team to **map the entire user journey**, pinpointing the booking steps where users dropped off and feeding those gaps into the next roadmap cycle.

## Additional Experience

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### Front of House Team Lead | Hay St Market, Sydney

March 2025 – Present

- Run daily operations and staff in a high-volume food market while carrying a full-time Master's research load.

## Skills

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**Design & Research:** Figma, Adobe CS, Design Systems, Wireframing, IA, Prototyping, Service Design, User Interviews, Usability Testing, Journey Mapping, A/B Testing, Affinity Mapping.

**Technical and Tools:** Swift/SwiftUI, HTML/CSS, Agentic Workflow, GA4, GitHub, WCAG 2.1, Jira, Miro, Notion, Dovetail.

## Education

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- Master of Interaction Design (Extension) | UTS, Sydney**
- Major:** Interaction Programming | **Awards:** Thesis (HD, planned for conference submission); People's Choice Award; FEIT Dean's List; First Place: Design in Action Event
- Bachelor of Technology (Electronics Engineering) | India**
- Certification:** Advanced UI/UX Training | **Kaarwan Design School**