

BHANU KOWSHIK

Product Designer | AI Systems & Multimodal Experiences

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SUMMARY

Product Designer with 5+ years of experience designing 0→1 AI products across consumer and B2B platforms. Specialized in multimodal interaction systems, adaptive product experiences, and workflow infrastructure that transform complex user needs into scalable product systems. Experience designing AI-native products used at scale, including adaptive platforms supporting thousands of daily users. Currently exploring motion systems and interaction-driven prototyping.

WORK EXPERIENCE

SigIQ.ai — Product Designer, EverTutor

Dec 2024 - Present

AI-powered tutoring platform delivering real-time, personalized learning experiences across classrooms

- Led end-to-end design of EverTutor across Live, Studio, and Analytics, partnering with product, engineering, and curriculum teams to deliver a voice-first AI tutor supporting **thousands of students** daily across multiple districts.
- Designed EverTutor Studio, a Canva-like creation tool for building interactive lessons, reducing creation time from **~100 hours to ~4 hours**.
- Defined and shipped the end-to-end experience for EverTutor Live, scaling from prototype to production and supporting 1,000s of students daily, applying principles of Bloom's 2 Sigma to enable **personalized learning at scale**.
- Designed and iterated on multimodal interaction patterns (voice, visual guidance, input), improving engagement and reducing drop-off across longer learning sessions, informed by internal analytics.
- Improved onboarding conversion for a GRE prep platform called "Berkeley Prep" from 14% to 26% by redesigning the user onboarding flow and validating changes through A/B testing.
- Increased feature-level conversion from 20% to 45% (~2.25x) by designing targeted landing pages for Berkeley Prep by collaborating with growth teams on acquisition experiments.

Stressie — Founding Product Designer

May 2024 - Dec 2024

Stress management platform for enterprises, incubated at Harvard Innovation Labs and piloted with Amazon & In-Kind

- Redesigned the core product experience based on pilot feedback from enterprise partners, **increasing daily active engagement** from 17% to 56% through a new interaction system and end-to-end product experience redesign.
- Partnered with founders to define product direction, roadmap clarity, and research-driven design strategies that contributed to **securing nearly \$600K** in funding and pilot expansion opportunities.
- Designed and launched the company's marketing website and cross-platform product experiences, **improving product clarity** and increasing average session engagement to 4m 20s across users.
- Led product experience design across product, web, email, and event collateral, supporting launches and user engagement initiatives across TechCrunch 2024 and Breakbulk Americas.

ShopTrade — Product Designer

Jul 2021 - Jul 2022

Design consultancy delivering B2B product design solutions across multiple industries

- Collaborated with lead designers across internal B2B tooling and consumer-facing products for clients **across the US and Europe**, translating business requirements into scalable product experiences through iterative design and stakeholder collaboration.
- Partnered directly with founders to explore and define early-stage 0→1 product concepts, contributing to product strategy, interaction models, and experience direction from initial ideation through design exploration.

UT Austin Sustainability Department — User Researcher

Aug 2023 – Dec 2023

Focused on improving sustainable procurement and disposal practices across university operations

- Improved procurement and disposal workflows by identifying **operational gaps in warranty** and asset management processes through stakeholder interviews and systems analysis.
- Developed sustainability strategies to reduce onsite carbon emissions and operational waste, collaborating with cross-functional teams to improve environmentally efficient procurement practices.

EDUCATION

The University Of Texas at Austin

Aug 2022 - May 2024

Master's in Information Science, Human-Computer Interaction

SKILLS

Design Expertise: Interaction Design, Multimodal Interfaces, 0→1 Product Design, Product Strategy, UX Research, Experimentation, Design Systems, Rapid Prototyping.

Code & Prototyping: HTML/CSS, React (Prototyping), Cursor, Claude Code.

Tools: Figma, Rive, Adobe Creative Suite, Miro, Excalidraw