

Abdul Kadir

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Summary

Product designer with 5+ years across healthcare, fintech, and ed-tech, spanning end-to-end UX design and hands-on shipping. Built accessible banking apps for low-literacy users (Arthum), redesigned cancer diagnosis device interfaces for Aindra Systems, and most recently designed, coded, and shipped educational learning games for a government literacy and numeracy initiative at ConveGenius. Specialized in research, information architecture, prototyping, usability testing, and developer handoff. Proficient in Figma and Adobe XD for design, with working fluency in VS Code, GitHub, and AI coding tools (Claude Code, Codex) for taking builds from prototype to production.

Work Experience

Convegenius | Game Designer

(contract 3 months) **Apr 2026 – Jun 2026**

Educational Learning Games (Government Project, Grades 1–8)

- Designed story, characters, and game flow for 3 educational games teaching math and logic to grades 1 to 8 as part of a government education initiative, prototyping full game flows in Figma
- Built and shipped the final game end-to-end, coding it in VS Code using Claude Code and Codex extensions (also explored via Antigravity), then publishing to GitHub and deploying live on Vercel
- Took full ownership of the last release, handling design through development and deployment independently

Sukrit Infotech | Senior Product Designer

Jul 2024 – Apr 2026

Arthum – Loan & Banking App

- Designed 112 screens end-to-end for a fintech app targeting low-literacy industrial workers, simplifying complex banking and loan flows into accessible, icon-led navigation
- Conducted user research with non-tech users to identify pain points, delivering a complete production-ready design in 3 months

Mamata Healthcare – Doctor & Patient App

- Designed 220+ screens and 25+ reusable components for a doctor and patient platform, building a flexible layout system that supports multiple UI states while maintaining a clean, minimalist interface — appreciated directly by the Mamata team

Perisun – Hospitality Platform

- Designed mobile web booking and reservation flows for a Rishikesh hospitality brand, covering the full user journey from discovery to reservation management

Aindra Systems | Product Designer (Contract)

Mar 2024 – Sep 2024

Intellistain & Vision X – Cancer Diagnosis Devices

- Redesigned embedded device interfaces for two oncology hardware products, conducting competitive analysis against Leica ST5010 and Autostainer XL to identify usability gaps
- Rebuilt information architecture from scratch across 79 screens and 6 user flows, reducing navigation confusion for pathologists and lab technicians operating devices under clinical conditions
- Conducted 3 rounds of usability testing, iterated designs accordingly, and delivered a 13-component design system deployed via Zeplin for precise developer handoff

EaseOps | Product Designer

Jun 2023 – Jul 2024

- Designed 100+ screens for an AI-powered hospital operations platform covering checklists, audits, asset management, and patient concierge workflows across 15+ departments
- Added 5–6 new features tailored for healthcare compliance and multi-location hospital management, contributing to a platform now trusted by 50+ hospitals

Deskala Research and Consultation | UI/UX Designer

Nov 2021 – Jun 2023

Designed the global search experience for Exotel's developer portal in 2 months, conducting competitive research on documentation patterns and mapping complex data across API docs, console, use cases, and FAQs

- Led field research across 10+ factories, including Bharat Expo, to understand manufacturing workflows, synthesizing findings into wireframes and final UI for Skalework — a SaaS platform to automate manufacturing operations
- Iterated and redesigned Skalework and Skalebot continuously over 1.5 years, delivering a WhatsApp-based product catalogue platform enabling businesses to manage thousands of SKUs and receive orders directly via WhatsApp
- Delivered branding and logo design for both Skalework and Skalebot product lines

Skills

Design Tools: Figma, Adobe XD, Zeplin, Miro, Photoshop, Illustrator

UX Skills: User Research, Usability Testing, Wireframing, Rapid Prototyping, Information Architecture, Competitive Analysis, Design Systems, WCAG

Game & Narrative Design: Game Flow Design, Character Design, Story Writing, Figma Prototyping for Games

No-Code WordPress (Basic), Wix (Basic)

Development HTML5, CSS3, VS Code, GitHub, Vercel, AI Coding Tools (Claude Code, Codex, IDE Antigravity)

Collaboration, Async communication, Trello, Cross-functional Team Collaboration, Developer Handoff

Education

12th CBSE — Govt. Boys Secondary School, Delhi · 2019

Self-taught Product Designer, built skills through live client projects across healthcare, fintech, and manufacturing

Mentored directly by the founder at Deskala, developing a strong foundation in research-led design