

# Kailash Manjhi

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## Summary

Product and UX Designer with 7+ years of experience designing and delivering digital products across healthcare, fintech, and education domains. I specialize in interaction design, user flows, design systems, and usability testing, working closely with product managers and engineers in Agile environments. I focus on translating user insights into scalable, high-quality solutions while balancing usability, technical constraints, and business goals.

## WORK EXPERIENCE

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### FloCard • 05/2022 - 05/2024 Experience Designer (Product Design)

- Led experience design for a multi-platform product, owning interaction models, user flows, and usability validation.
- Planned and executed usability testing and collaborated with product managers and engineers in Agile sprints to deliver high-quality product experiences.

### 366Pi Technologies • 06/2017 - 05/2022

#### UX Designer

- Designed end-to-end UX for healthcare products, including user flows, wireframes, and high-fidelity prototypes.
- Built design systems that improved delivery efficiency by ~30% and collaborated closely with engineers to ensure design quality.

## EDUCATION

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### Bachelor's, Hospitality Management

Birla Institute of Technology, Mesra

Built a foundation in service design, operations, and customer experience, with a strong focus on process, coordination, and user-centric service delivery.

### MBA, Marketing Management

Institute of Management Studies, Ranchi University

Focused on marketing strategy, consumer behavior, and product positioning. Applied research, analysis, and strategic thinking to real-world business and digital product contexts.

## PUBLICATIONS

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### LABS ONLINE: An Opportunity to Access High-Quality Laboratory Education • 11/2021

Springer

Co-authored a research chapter proposing a remote-access laboratory model to improve accessibility and quality of technical education. Focused on system design, digital infrastructure, and user-centered access to learning resources. Link:

[https://link.springer.com/chapter/10.1007/978-3-030-90179-0\\_34](https://link.springer.com/chapter/10.1007/978-3-030-90179-0_34)

## SKILLS

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Product Design, Interaction Design, User Flows, Wireframing, Prototyping, Usability Testing, Figma (Software), Agile Methodologies, Design Systems