Manoj Bhatt

Product Designer (UX UI Product Thinking)

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PROFESSIONAL SUMMARY

Product Designer with 3 years of experience designing web and mobile products across SaaS, onboarding, Web3, and gaming platforms. Experienced in translating complex user and business requirements into clear, usable product experiences. Strong background in interaction design, information architecture, and cross-functional collaboration, with a focus on building scalable and user-centric solutions.

PROFESSIONAL EXPERIENCE

Product Designer, *RegisterKaro* ⧉   03/2025 – 09/2025
Gurugram, India
- Owned end-to-end design for customer onboarding journeys across web and mobile platforms, addressing complex legal and compliance workflows for startups and SMEs.
- Improved clarity and usability of multi-step signup flows by restructuring information architecture and simplifying interaction patterns.
- Designed and maintained reusable components and design systems in Figma to ensure consistency and faster product iteration.
- Worked closely with product managers and developers to align design decisions with business goals and technical constraints.
- Delivered wireframes, high-fidelity designs, and interactive prototypes to support development and stakeholder reviews.

Product Designer, *LeagueSpotsCo (formerly XTZesports)* ⧉   03/2023 – 03/2025
Remote
- Designed product experiences for sports, esports, and Web3 platforms, focusing on engagement, discoverability, and usability.
- Translated complex technical concepts into intuitive interfaces for gaming and decentralized platforms.
- Contributed to multiple products including web applications, gaming dashboards, and Telegram-based mini apps.
- Collaborated directly with founders, developers, and marketing teams in a fast-paced startup environment.
- Supported product storytelling through design of pitch decks and brand systems used for external communication.

SELECTED PROJECTS

Customer Onboarding Platform, *RegisterKaro* ⧉
Designed a guided onboarding experience to simplify business registration for first-time founders. Focused on reducing cognitive load by breaking complex processes into clear, step-by-step flows.

Trybl Telegram Mini App, *Gaming Platform* ⧉
Worked on UI design for a Web3 gaming platform offering multiple game genres and global tournaments. Contributed to interface design aimed at improving engagement and accessibility for competitive gaming users.

Arena Animation Sonipat, *Website Redesign* ⧉
Redesigned site structure and user flows to improve navigation clarity and content accessibility. Created interactive UI components and prototypes using Figma.

SKILLS

Product Design	**User Experience (UX)**	**Interaction Design**
Wireframing	**Prototyping**	**Information Architecture**
Design Systems	**Usability**	**Accessibility**
Stakeholder Collaboration	**Developer Handoff**	**Tools** Figma, Adobe Creative Suite, Framer

EDUCATION

Master of Design (M.Des) - UX Design, *DIT University, Dehradun*	2024 – Present
Bachelor of Science (B.Sc), *MDU University, Rohtak*	2019 – 2022