Bhagyesh Chaudhari

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Nearly a decade across gaming, fintech, AI, and enterprise products has taught me that there's no single right way to design. Sometimes you need to push pixels, sometimes push back, and sometimes just ship and learn. I enjoy figuring out what deserves attention, connecting the dots across complex systems, and balancing speed, quality, and business needs without losing sight of the people using the product. Execution is getting cheap because of AI. Judgment isn't, thats where i come in.

Experience

Telus Digital / Sr. Product Designer

Projects: Experts Explorer, Control Center (internal tools)

- Designed a service from lead escalation to business logic that reduced the downtime and start generating value for the business by 85.71%
- Explored agentic workflow and set up systems for my workflows and also helped my team adopt it once it got a green signal from our manager.
- Collaborated with engineers to prototype and implement UI improvements directly in the codebase.
- Led the UX redesign of an onboarding journey, identifying a 77% drop-off through funnel analysis and reducing drop-off by 65%, while improving profile completion by 33%.

Parallel HQ / Lead Product Designer

Projects: Finpilot, GetBlue.ai, Harvey

- Ran a 2 week Foundation Sprint with Jake and John to take blue.ai (YC25) from concept to product.
- Solved the biggest problem at finpilot, how to get wealth managers trust AI for taking confident decisions that have millions of dollars at stake.
- Established a visual identity and delivered a branding style guide and designs for their product.

Moonfrog Labs / UX Designer → Sr. UX Designer

Projects: Ludo Club, Teen Patti Gold, What the fate!, few html5 games

- Redesigned the Day 7 user journey, using player behavior insights and UX improvements to increase day-over-day retention by 13%.
- Led a data-driven UX redesign of Ludo Club's core experience, improving Day 30 retention by approximately 3%.
- Built a player research community of 100+ users, gathering qualitative insights to inform product decisions and roadmap priorities.
- Mentored designers on prioritization, design execution, and cross-functional collaboration, improving team planning and delivery.
- Standardized UX patterns and gameplay interaction systems across HTML5 games to support faster, more consistent product development.

Kool Kanya / Product Designer

Projects: Social Community, Learning Hub

- Designed user journeys & conversion funnels connecting community and marketplace experiences to live events to support business growth.
- Improved community trust and user safety through experience design that extended beyond basic email verification.

63 Moons / User Experience Designer

Projects: Chatbot creator (internal), FaceReco (internal), Tickertape

- Gained hands- on experience balancing long-term product strategy with short-term delivery needs
- Designed conversational UX and configurable chatbot workflows for internal enterprise support tools.
- Collaborated on Tickertape's core user flows and interaction design, balancing product usability with business requirements.

Rygbee / UX Design Intern

Projects: Enago Read

- The product was basically a peer for a Phd student, that could provide citation and search topic in the research paper bank of universities. This was even before Notebooklm by Google.

Education

Human Factors International

Certified Usability Analyst ™ (2020-7803)

Goa Engineering College

Bachelor in Computer Engineering

Goa Polytechnic Panaji

Diploma in Computer Engineering

Skills

Product Skills

Strategy & Discovery · Problem Framing · Prioritization · Product Judgment · Systems Thinking · Analytics & Experimentation · Business Acumen · Stakeholder Management · 0→1 Development

Design Skills

Craft and Judgement · AI Fluency · UX Research · Interaction Design · UI Design · Information Architecture · User Flows · Wireframing · Prototyping · Design Systems · Usability Testing · Accessibility

Tools Skills

Figma · FigJam · HTML/CSS · AI-assisted Prototyping · Product Analytics