

Ananya Rao

Digital Product Designer · FICTIONAL SAMPLE
Bengaluru, India

Summary

Fictional demonstration candidate. All employers, education, projects, achievements and outcomes are illustrative and unverified. Not a real application or licence record. Digital Product Designer with an illustrative 13-year career in digital product, communication and visual design. Combines product discovery, ux research, ui design with disciplined documentation, practical coordination and clear communication. The sample career progresses from focused execution to independent workstream ownership, with responsibilities and boundaries described for each appointment. Selected work includes workflow product discovery, scheduling experience redesign and design-to-build handoff. These examples explain the original problem, individual contribution, deliverables, review approach and remaining limitations rather than relying on unsupported headline claims. Prepared for experienced digital product designer opportunities requiring dependable delivery, thoughtful professional judgement and collaboration. The qualification narrative includes Master's in Interaction Design. Every named organisation and outcome in this record is fictional; professional eligibility is not independently established. Turn a clear brief into dependable digital product, communication and visual design work: understand the context, apply product discovery and ux research, record the evidence and explain the limitations before handover.

Experience

Digital Product Designer - Meridian Design Studio (fictional)

2022-07 - Present

Independent ownership of scoped digital product designer work, coordinating contributors and making review requirements explicit. Includes the first two selected work examples. Synthesised research into prioritised opportunity statements. Prototyped explicit states and tested realistic scenarios. Led brief clarification and prioritised work using product discovery, ux research and ui design. Raised unresolved constraints before committing to the next stage. Coordinated peer reviews and handover preparation; used a research or creative brief to distinguish completed work, assumptions and follow-up needs. Supported colleagues with practical examples of prototyping and maintained a concise learning record after important assignments. Illustrative career responsibilities. Employer confirmation and underlying work records are not supplied.

Senior Digital Product Designer - Northline Design Studio (fictional)

2018-07 - 2022-06

Owned defined assignments and supported cross-functional coordination. Developed deeper practice in ui design and prototyping. Documented behaviours and facilitated engineering reviews. Translated incoming requirements into a sequenced plan and aligned responsibilities with the project or service owner. Applied design systems and usability evaluation to resolve delivery questions while maintaining source and decision notes. Introduced reusable working documents and reviewed exceptions with the responsible specialist rather than silently changing scope. Prepared a reviewed handoff and feedback summary so the next team could understand the work and remaining questions. Illustrative career responsibilities. Employer confirmation and underlying work records are not supplied.

Digital Product Designer - Cedarbridge Design Studio (fictional)

2015-07 - 2018-06

Progressed from supported tasks to independently managed assignments, with review available for unfamiliar or higher-risk decisions. Handled recurring work involving product discovery and ux research using a documented preparation and review process. Supported scheduling experience redesign by organising inputs, maintaining issue notes and incorporating reviewer feedback. Coordinated colleagues and internal stakeholders using concise status updates, clear questions and agreed next steps. Improved record consistency through analytics interpretation and documented handover expectations. Illustrative career responsibilities. Employer confirmation and underlying work records are not supplied.

Assistant Digital Product Designer - Cedarbridge Design Studio (fictional)

Skills

product discovery

Applied to workflow product discovery through documented preparation, execution and review.

UX research

Applied to scheduling experience redesign through documented preparation, execution and review.

UI design

Applied to design-to-build handoff through documented preparation, execution and review.

prototyping

Applied to workflow product discovery through documented preparation, execution and review.

design systems

Applied to scheduling experience redesign through documented preparation, execution and review.

usability evaluation

Applied to design-to-build handoff through documented preparation, execution and review.

analytics interpretation

Applied to workflow product discovery through documented preparation, execution and review.

collaboration

Applied to scheduling experience redesign through documented preparation, execution and review.

Certifications

Inclusive design studio

Meridian Professional Learning Studio (fictional) 2023 continuing learning - not a licence or certification Product discovery and prototyping in the context of digital product designer work. Used reflective exercises and a bounded practice example related to workflow product discovery.

Design critique facilitation

Meridian Professional Learning Studio (fictional) 2024 continuing learning - not a licence or certification Ux research and design systems in the context of digital product designer work. Used reflective exercises and a

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2013-07 - 2015-06

Built practical foundations through supervised assignments, routine documentation and feedback from experienced colleagues. Assisted with product discovery and ui design within an agreed scope and escalated unfamiliar work. Prepared inputs and checked completeness before passing work to the responsible reviewer. Maintained task records and learned to communicate assumptions, constraints and observed problems clearly. Applied review feedback to subsequent assignments and developed a dependable working routine. Illustrative career responsibilities. Employer confirmation and underlying work records are not supplied.

Education

Master's in Interaction Design - Asterbridge Institute of Professional Studies (fictional institution)

2011-07 - 2013-05

completed - fictional record product discovery UX research prototyping Specialist study on workflow product discovery; an illustrative learning project, not a published result.

Bachelor's in Product Design - Cedarhaven College of Applied Studies (fictional institution)

2008-07 - 2011-05

completed - fictional record UI design design systems usability evaluation Applied coursework in product discovery, documentation and reviewed practical assignments.

Projects

Workflow product discovery

Fictional internal work programme in digital product, communication and visual design; not a real client case study. Problem: Feature requests lacked a shared user problem. Objective: Create a workable response to this issue through product discovery, explicit review criteria and practical documentation. Agree the boundaries before execution and retain unresolved points for follow-up. Digital Product Designer; owned the stated workstream, not the full organisation or every collaborator contribution. Synthesised research into prioritised opportunity statements. Prepared the scope with the commissioning team, identified unresolved inputs and used product discovery to turn the brief into a sequenced work package. Applied ux research and ui design while coordinating reviews with the designated owner. Kept decision notes so collaborators could separate facts, assumptions and changes. Assembled the handover material, explained open limitations and agreed which items needed further review rather than presenting them as completed. Methods: product discovery; UX research; UI design; prototyping Deliverables: Workflow product discovery - scoped brief; Workflow product discovery - reviewed working package; Workflow product discovery - handover and learning summary Review: Reviewed the scoped output against the agreed brief, recorded exceptions and checked that key conclusions could be traced to observations. The review package calls for a research or creative brief and a named human reviewer. Illustrative outcome: the team adopted a repeatable approach for workflow product discovery, with clearer ownership and reviewable records. This is a fictional qualitative result; no real performance measurement or external acceptance evidence is supplied. Limitations: Synthetic demonstration only. Client names and projects are fictional; reference imagery and production assets require appropriate permissions. No underlying client documents, independently verified measurements or signed approval records are attached.

Scheduling experience redesign

Fictional internal work programme in digital product, communication and visual design; not a real client case study. Problem: Complex availability rules confused users. Objective: Create a workable response to this issue through ux research, explicit review criteria and practical documentation. Agree the boundaries before execution and retain unresolved points for follow-up. Digital Product Designer; owned the stated workstream, not the full organisation or every collaborator contribution. Prototyped explicit states and tested realistic scenarios. Prepared the scope with the commissioning team, identified unresolved inputs and used ui design to turn the brief into a sequenced work package. Applied prototyping and

bounded practice example related to scheduling experience redesign.

Design systems documentation

Meridian Professional Learning Studio (fictional) 2025 continuing learning - not a licence or certification Ui design and usability evaluation in the context of digital product designer work. Used reflective exercises and a bounded practice example related to design-to-build handoff.

Languages

English

professional working - fictional sample

Hindi

professional working - fictional sample



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design systems while coordinating reviews with the designated owner. Kept decision notes so collaborators could separate facts, assumptions and changes. Assembled the handover material, explained open limitations and agreed which items needed further review rather than presenting them as completed. Methods: UX research; UI design; prototyping; design systems Deliverables: Scheduling experience redesign - scoped brief; Scheduling experience redesign - reviewed working package; Scheduling experience redesign - handover and learning summary Review: Reviewed the scoped output against the agreed brief, recorded exceptions and checked that key conclusions could be traced to observations. The review package calls for a annotated design iterations and a named human reviewer. Illustrative outcome: the team adopted a repeatable approach for scheduling experience redesign, with clearer ownership and reviewable records. This is a fictional qualitative result; no real performance measurement or external acceptance evidence is supplied. Limitations: Synthetic demonstration only. Client names and projects are fictional; reference imagery and production assets require appropriate permissions. No underlying client documents, independently verified measurements or signed approval records are attached.

Design-to-build handoff

Fictional internal work programme in digital product, communication and visual design; not a real client case study. Problem: Implementation decisions diverged from intent. Objective: Create a workable response to this issue through ui design, explicit review criteria and practical documentation. Agree the boundaries before execution and retain unresolved points for follow-up. Digital Product Designer; owned the stated workstream, not the full organisation or every collaborator contribution. Documented behaviours and facilitated engineering reviews. Prepared the scope with the commissioning team, identified unresolved inputs and used design systems to turn the brief into a sequenced work package. Applied usability evaluation and analytics interpretation while coordinating reviews with the designated owner. Kept decision notes so collaborators could separate facts, assumptions and changes. Assembled the handover material, explained open limitations and agreed which items needed further review rather than presenting them as completed. Methods: UI design; prototyping; design systems; usability evaluation Deliverables: Design-to-build handoff - scoped brief; Design-to-build handoff - reviewed working package; Design-to-build handoff - handover and learning summary Review: Reviewed the scoped output against the agreed brief, recorded exceptions and checked that key conclusions could be traced to observations. The review package calls for a reviewed handoff and feedback summary and a named human reviewer. Illustrative outcome: the team adopted a repeatable approach for design-to-build handoff, with clearer ownership and reviewable records. This is a fictional qualitative result; no real performance measurement or external acceptance evidence is supplied. Limitations: Synthetic demonstration only. Client names and projects are fictional; reference imagery and production assets require appropriate permissions. No underlying client documents, independently verified measurements or signed approval records are attached.

Achievements

Workflow product discovery

Synthesised research into prioritised opportunity statements. The achievement is the described workstream contribution; independent outcome evidence is not supplied.

Scheduling experience redesign

Prototyped explicit states and tested realistic scenarios. The achievement is the described workstream contribution; independent outcome evidence is not supplied.

Design-to-build handoff

Documented behaviours and facilitated engineering reviews. The achievement is the described workstream contribution; independent outcome evidence is not supplied.

