

Vignesh Mullaguru

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470-699-7330

Education

University of Michigan

December 2025

Master of Science in Information, Human-Computer Interaction, GPA: 3.99

Ann Arbor, MI

Kennesaw State University

May 2024

Bachelor of Science in Interactive Design, GPA: 4.00

Kennesaw, GA

Experience

Atlassian

May 2025 – August 2025

Product Design Intern

San Francisco, CA

Designed and shipped an end-to-end feature discovery experience that **increased user adoption by 21%** and **weekly active users by 13%**, directly contributing to Trello's personal productivity pivot and retention strategy. Built enterprise focused user experience solutions for account management workflows through cross-functional collaboration that **saved up to \$1.8 million** annually in deprovisioning costs.

Dick's Sporting Goods

May 2024 – July 2024

Product Design Intern

Pittsburgh, PA

Designed and spearheaded a new Gen-AI driven natural language search experience on the eCommerce website, **increasing conversion rate by 8%**, and contributing **\$2.7 million annually in increased revenue**. Collaborated with cross-functional partners and stakeholders to redesign product landing pages, integrating AI suggestions and in-depth product information, leading to an expected **5% increase in user retention**.

MyDigitalTat2

September 2023 – May 2024

Product Designer

Cupertino, CA

Spearheaded the end-to-end product design process as the sole designer, leading usability testing, defining product roadmaps, and partnering with stakeholders to deliver solutions aligned with business objectives. Designed and prototyped high-fidelity interfaces for critical product pages, including home, donation, and programs, resulting in an **18% increase in conversion rate** and user engagement.

Develop for Good

May 2023 – August 2024

UX Design Intern

San Francisco, CA

Spearheaded the end-to-end product design process as the sole designer, leading usability testing, defining product roadmaps, and partnering with stakeholders to deliver solutions aligned with business objectives. Designed and prototyped high-fidelity interfaces for critical product pages, including home, donation, and programs, resulting in an **18% increase in conversion rate** and user engagement.

Tools and Skills

Tools

Figma, Miro, Adobe Suite, Cursor, Vercel, Loveable, Claude Code, Open AI Codex, Framer, Python, JavaScript, HTML/CSS

Skills

Visual Design, User Research, Product Thinking, Prototyping (High-Fidelity, Mobile), Usability Testing, User Research, Interaction Design, Information Architecture, Storyboarding, Journey Mapping, Wireframing.