OM KRISHAN SHARMA

Product Designer · AI-Native & Data-Heavy Enterprise Platforms

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SUMMARY

Product designer who turns complex AI agent workflows and dense enterprise data into simple interfaces people can act on fast. Believes fewer screens make a better experience, so every flow is designed around the shortest path to the job done. At Supervity AI, has designed 10+ production AI products for Adani, NEC, ArcelorMittal and Oberoi, including systems that cut payment processing errors by 90% and handle 10,000+ invoice exceptions automatically. Prototypes in code (HTML/CSS/JS) so stakeholders react to working products, and maintains design systems that keep data-heavy products consistent at scale.

EXPERIENCE

Product Designer, Supervity AI
Jul 2025 – Present

- Designed the Adani AP AI Command Center used across 7 departments, including Logistics, Taxation and Bank Guarantees, contributing to a **90% reduction in payment processing errors** at massive transaction volumes.
- Designed AP Automation and Audit AI experiences where AI employees resolve **10,000+ invoice exceptions** with smart routing and anomaly detection, and run audits that identified **seven-figure potential financial recovery**.
- Designed a suite of AI products for Adani, including Vikrix (internal and external), Procix PR, Bank Guarantee, HRCC Recruiting and Help Desk, consolidating complex multi-step workflows into minimal-screen experiences.
- Led end-to-end UX for Supervity Auto, an agentic AI workforce platform, plus its AI Employee Marketplace and self-serve onboarding flow, including the Solo / Pack / Workforce naming the team adopted.
- Designed a real-time NOC command centre for NEC and AI Dimension (Supervity × NESIC), a per-person AI Twin system with a split-screen AI Manager console.
- Build interactive HTML/CSS/JS prototypes with AI coding tools, validated with Playwright visual QA, and maintain a design system on Adaptive Cards and shadcn used across products.

User Experience Designer, Britix Academy (CTutor)
Jul 2024 – Jul 2025

- Owned IA, user flows, wireframes and high-fidelity prototypes for the CTutor platform across mobile app, web app and marketing site, for two user types with different technical comfort levels.
- Delivered a consistent, responsive, accessible experience across surfaces, establishing shared patterns reused across the product suite.

Freelance UI/UX & Brand Designer, Independent
Sep 2023 – May 2024

- Designed responsive websites, e-commerce and brand experiences for multiple clients, working directly with stakeholders to translate goals into interfaces and presenting design rationale clearly.

UI/UX Design Intern, Petmojo
Apr 2023 – Oct 2023

- Designed a responsive mobile app, website and admin dashboard, delivering a cohesive cross-device experience for multiple user roles.

SKILLS & TOOLS

Design focus: AI-native & agentic product design · enterprise dashboards & consoles · complex multi-stakeholder workflows · design systems at scale · interaction design · accessibility

Research & strategy: user research & interviews · usability testing · heuristic evaluation · UX audits · journey mapping · information architecture

Craft & build: wireframing & high-fidelity prototyping · interactive prototyping in code (HTML/CSS/JS) · vibe coding with AI agents · Playwright visual QA · design-to-engineering hand-off

Tools: Figma · Adobe Photoshop · Cursor · Claude · Claude Design · Antigravity

PUBLICATIONS

- "Exploring Dark Patterns: A Comparative Analysis of User Experiences on Web and App Platforms" (Springer Nature, 2025).
- "Exploring the Impact of Flat and 3D Icons on User Experience and Aesthetics in Digital Interfaces" (IEEE ICSMART, 2024).
- "The Study of Aesthetic Perception of Fractals" (Springer Nature, 2023).

EDUCATION

B.Des in User Experience, Amity University · CGPA 8.23/10 · 2021 – 2025