

MALLIKA THAKUR

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PROFESSIONAL SUMMARY

Product Designer with 3+ years' experience shaping digital products, learning platforms and immersive experiences from early concept through to build-ready specification. Skilled in wireframing, prototyping, user journey mapping and concept validation, working closely with Product Managers, engineers and subject matter experts to reduce ambiguity and translate strategy into clear, testable experiences. Background spans UX/UI design, XR/immersive design and organisational psychology, bringing a strong user-centred lens to every stage of the design process. Currently expanding practice into AI-enabled design workflows and rapid, AI-assisted prototyping.

KEY SKILLS

Product & UX Design: Wireframing, prototyping, user journey mapping, concept validation, interaction design, usability principles, information architecture, scenario-based and simulation design

Design Tools: Figma, Adobe XD, Sketch, Adobe Creative Suite, Miro, InVision, Unity (XR prototyping)

Collaboration & Delivery: Cross-functional collaboration with Product Managers and engineers, stakeholder management, design thinking, structured problem-solving, requirements clarification, early feasibility assessment

Emerging Practice: AI-enabled and generative design workflows, prompt engineering, vibe coding (Claude Code, Cursor AI, GitHub Copilot), rapid AI-assisted prototyping

PROFESSIONAL EXPERIENCE

UI/UX & Learning Experience Designer — NIIT MTS UK

Sheffield, United Kingdom | June 2023 – Present

- Design AI-enabled immersive and eLearning experiences, including scenario-based simulations and adaptive learning journeys, translating complex stakeholder and SME input into clear, testable concepts ready for build.
- Lead UX and UI design end-to-end, from discovery and storyboarding through wireframing, interaction design and visual design, working closely with developers to assess feasibility and identify what needs to change before scaled delivery.
- Map user and learner journeys and iterate on prototypes using structured feedback, helping bring clarity to requirements and reduce ambiguity for downstream teams.
- Apply human-centred and ethical AI design principles (transparency, explainability, human-in-the-loop) to improve trust and usability of AI-enabled experiences.
- Use AI-assisted workflows to accelerate concept ideation and iteration, shortening the path from early idea to testable prototype.
- Contribute to design standards, accessibility guidelines and scalable UX patterns adopted across the design team.

UX & Graphic Designer (Freelance) — Self-Employed

India | January 2020 – August 2022

- Delivered end-to-end digital design projects for independent clients — including full brand identity and web design for ITHRIVE and Shribalaji Integrated Solutions — translating client and user needs into clear UX, visual and interaction solutions.
- Progressed from graphic design and branding into UX/UI and web design — a self-directed pivot that built the foundational wireframing, prototyping and journey-mapping skills now central to a product design practice.
- Managed multiple concurrent client projects, balancing requirements, timelines and design quality.
- Iterated designs based on structured client and user feedback to improve usability and satisfaction.

HR & Organisational Learning Roles — WNS Global Services, Express KCS, Mars International, Ranbaxy

India | August 2010 – December 2018

- Built a strong foundation in user behaviour, stakeholder engagement and feedback analysis across talent acquisition, talent management and HR business partnering roles.

- Developed transferable skills in needs analysis, facilitation and change-focused design, later applied directly to user-centred product and UX design.

EDUCATION

MA Digital Design Futures — University of Leeds, UK — Awarded with Distinction

September 2022 – September 2023

- Applied UX/UI and product design thinking to immersive XR (VR/AR/MR) experiences, from user research through Unity-based prototyping and usability testing.
- Designed user-centred XR interfaces with a focus on usability, accessibility and spatial interaction, using hardware including Oculus Quest, HoloLens and motion capture systems.

MA Organisational Behaviour Studies — Amity University, Delhi

2008 – 2010

BA Psychology — University of Delhi

2005 – 2008

CERTIFICATIONS & PROFESSIONAL DEVELOPMENT

- Vibe Coding with Claude Code — Scrimba (2026)
- Vibe Coding with GitHub Copilot — Scrimba (2026)
- Vibe Coding with Cursor AI — Scrimba (2026)
- AI Mastery: Claude — Coursiv (2026)
- AI Mastery: Lovable — Coursiv (2026)
- Generative AI: The Future of UX/UI Design — SkillUp (2026)
- Generative AI: Prompt Engineering Basics — IBM (2026)