Manvi Singh

PRODUCT DESIGNER | DESIGN ENGINEERING | ENTERPRISE UX

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SUMMARY

Product Designer with 4+ years of experience simplifying complex enterprise software, from role-based access and command-line-to-visual workflows to version control and experimentation for creative professionals, across multiple product releases. I combine user research with AI-assisted implementation, building and validating front-end features in close partnership with engineering.

CORE SKILLS

UX & Product Design: Enterprise workflows, interaction design, information architecture, problem framing, prototyping, design systems

Research & Validation: User interviews, usability testing, UX audits, synthesis, stakeholder alignment

AI-Assisted Implementation: Prompt-driven front-end development (Vue 3, TypeScript, JavaScript, HTML, CSS), design-to-code workflows, UI audits

Tools: Figma, Framer, Lovable, Jira, Confluence, Git/GitHub

EXPERIENCE

PERFORCE SOFTWARE | Product Designer | India
August 2022 – Present • Promoted from Associate Product Designer in April 2024

AI-Assisted Development & Design Engineering

- Moved from Figma-led handoffs to building front-end features directly with AI-assisted tools, including the P4 One Blender plugin, validating behavior in the running product, not static mock-ups. Own the UX decisions and implementation, with engineering review before merge.
- Cut feature delivery on IPLM from 4–5 weeks to 2–2.5 weeks vs. our earlier handoff workflow, by starting the whole feature team together, building concepts in code with AI and reviewing daily builds.
- Partnered with engineering on a product-specific AI orchestrator, giving feedback on component reuse, editable specifications and UI audits, so generated UI stays consistent with the design system.

P4 One – Version Control for Creative Professionals

- Reframed the brief from polishing versioning to protecting experiments, based on research with 6 artists and designers; introduced Experiment, which shipped in Unreal Engine (free on Fab).
- Designed and built the Experiment plugin for Blender as the only designer, proposing a panel over a modal and scoping plugin versus desktop app; positive feedback from 14–16 users, planned for 2027.

IPLM – IP Lifecycle Management Platform

- Redesigned IP creation into progressive, step-based workflows, informed by user interviews.
- Designed role-based access for administrators, owners and non-admin users, and led UX for a client-side GUI that turns CLI-driven operations into visual workflows across web and native.

P4 Plan – Enterprise Task Platform

- As the only designer, redesigned the To-do List of an inherited task app moving to the web: navigation, one-click report access, inline filters and a scalable table.
- Audited the old screens, explored modal versus inline filters and chose inline; users complimented how quickly they could reach reports.

AWARDS & RECOGNITION

Honorable Mention – Perforce Jam, Non-Coding Track | May 2026

Solo-built a working prototype inside Blender that brings planning, versions, experiments and collaboration into one panel; the company plans to build the concept after further research.

EDUCATION & CERTIFICATION

B.Des, Visual Communication – Unitedworld Institute of Design, Gandhinagar | 2018–2022
Product Management – Indian Institute of Technology (IIT) Roorkee | October 2024–April 2025