

Arjun Mahesh

Senior Product Designer

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Brooklyn, NY

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Hi - I'm a New York based product designer with a passion for interaction design, prototyping, and creative coding.

Education

2015

UX Design Immersive, General Assembly

2014

Bachelor of Architecture, USC
Minor in Computer Science, USC

Awards

USC Generation Next '19, USC
Ideo CoLab Makeathon, Ideo
Rob Kennedy Innovation Award, USC
Science Foundation Scholar, NSF
Presidential Scholar, USC

Skills

Prototyping, Interaction Design,
User Testing, Information
Architecture, Concepting,
Wireframing, Testing, Visual
Design, Creative Coding,
3D Modeling

Tools & Languages

Figma, Sketch, Framer X, Hype,
InVision, Adobe CS, Principle,
Webflow, HTML, CSS, Javascript,
C++, Cinema 4D, Rhino,
Processing, CATIA

Experience

Senior Product Designer, Kickstarter

March 2019 → Present

I am leading design on the Systems Integrity team, which is implementing machine learning algorithms like sentiment analysis across the platform, to create more transparency between creators, backers, and Kickstarter.

Senior Product Designer, Beyond

May 2017 → March 2019

Beyond is a digital product agency where I have led and shipped design for clients including Google, PayPal, Gap, and Wall Street Journal. I launched Google Test My Site, a mobile speed tool that works for every site on web.

Experience Designer, BCG Digital Ventures

January 2017 → May 2017

I helped innovate and incubate products with some of the world's leading organizations, including MetLife and One World Alliance. I was also the sole designer on a lean 3 person team that pitched product concepts that brought in \$20 million in revenue for two separate year-long innovation engagements.

UX Designer, Amazon Audible

January 2016 → December 2016

Our 3 person design team was responsible for the integration of Kindle and Audible. I created end-to-end user flows and multi-sensory UI's across the Kindle and Amazon e-commerce ecosystems on Android, iOS, and web devices.

Tech Consultant, Gehry Technologies

May 2014 → September 2015

I used 3D modeling and coding skills to help realize the complex and intricate designs of world-renowned architect Frank Gehry.