



# Tejas Dua

Product Designer

tejas.dua.design@gmail.com

+91 9664458289

[Portfolio Link](#)

[Linkedin URL](#)

I'm a Product Designer with over 2 years of hands-on experience building and launching digital products. I graduated from IIT Roorkee, I enjoy taking messy, complex ideas and turning them into simple, easy-to-use experiences. Whether it's doing research, sketching out ideas, or working closely with developers and PMs, I like being involved in every step of the process. I ask questions, bring structure when things feel fuzzy, and always aim to make the user's experience better. And through it all, I do it with a smile.

## Work Experience



### Presentations.ai - Product Designer

September 2025 - Present

- Inherited a product with significant design debt and redesigned it across brand, UX, and UI. **Revenue grew 14.27% from Aug 2025 to Feb 2026** through micro-improvements and growth experiments, with the full redesign launched on Feb 23rd.
- Improved the create flow for new users making their first AI presentation, including input controls, editing options, and system prompts that shaped AI output quality.
- Ran experiments to **integrate AI into design workflows**. Used **Claude Code with Figma MCP** to speed up the scoping to wireframe or prototype stage using our design system.



### Navi - Product Design Intern

March 2025 - June 2025

- Launched Goal-Based Investing, increasing daily **SIPs by 20%** and driving **₹1.3Cr+ in monthly inflows**
- Improved mutual fund detail **page conversion by 10%** through research-led UX enhancements
- **Redesigned Navi's iOS homepage** to attract high-intent users and highlight its payments focus



### Disney+ Hotstar - Product Design Intern

February 2024 - July 2024

- Designed a quick checkout flow to **retain 20%** high-intent users who dropped off before payment. Improved payment success by recommending the best gateway, **unlocking \$15M in potential revenue**. Also enabled offer-based purchases and launched unique add-ons for Hotstar.
- Led the creation of a **gamification playbook** for 200M+ users, using a phased ladder approach. The project aims to transform engagement across the OTT industry.

## Professional Education

### IIT Roorkee | 2020-2025

Integrated Masters of Technology,  
Geological Technology

### PCM, CBSE | 2020

85.80%

## Awards

### Heritage Excellence Award | IIT Roorkee

Recipient - 2021 & 2023

### Endeavour Entrepreneurship | 2021

First Runner Up

## Skills & Tools

### Skills

Product Thinking  
Data Visualisation  
Journey Maps  
Interaction Design  
Storyboarding  
Wireframing  
Rapid Prototyping  
Usability Testing

### Research & Methodology

User Interviews  
User Research  
Competitive analysis

### Tools

Figma MCP  
OpenAI/ChatGPT  
Claude Code  
Rive  
Adobe Creative Suite