Anjali Reghu

Product Designer

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Experience

Product Designer | VitalView AI
May 2024 - Present | Thiruvananthapuram, India (Remote)

- Led UX research and product design for a CT analysis interface, translating AI-generated findings into a review workflow linking reports, key images, DICOM inspection, and clinician approval.
- Evaluated the early product using usability reviews and heuristic evaluation; refined information hierarchy, evidence visibility, and review interactions for clinicians and demonstration audiences.
- Supported VitalView AI's participation in IIM Bangalore NSRCEL Healthcare Cohort 3 through product positioning, business mentorship discussions, and stakeholder-facing product and pitch communication.

Senior User Experience Designer | Cusmat Technologies
January 2023 – May 2023 | Bengaluru, India

- Led planning and delivery coordination for four VR training simulators with a 5+ person cross-functional team spanning sales, engineering, Unity development, and 3D modelling; managed stand-ups, Jira tracking, and design-development reviews.
- Conducted on-site research at Sesa Goa on excavator and lockout-tagout workflows, translating operational requirements into VR training experiences.
- Designed interaction logic for Carsome Indonesia's 171-point vehicle inspection simulator; the project reported a 30% reduction in training time.

User Experience Designer | Cusmat Technologies
July 2021 – December 2022 | Bengaluru, India

- Engaged directly with DTDC and GROWiT stakeholders to gather requirements, understand field workflows, and align training experiences with client needs; collaborated with sales, development, and 3D teams.
- Researched workflows at DTDC and designed DTDCopedia, an AR learning and assessment app reported to have 50,000+ downloads; also designed learning experiences for GROWiT and Voltas.
- Designed interaction flows for a VR dump-truck training product, with a reported 30% reduction in training time.

UX Designer | Freelance
September 2021 – May 2022 | Bengaluru, India (Remote)

- Designed user flows and interface concepts for the Gyanville website and TradeManza mobile application, focusing on content.

UX Intern | Cusmat Technologies
June 2020 – June 2021 | Hyderabad, India (Remote)

- Collaborated with developers, 3D modellers, and project managers to design a VR Detonator Assembly Training Simulator for Solar Group, contributing to reported outcomes of up to 35% fewer field errors, 40% faster skill readiness, and 25% higher technician productivity.

Skills

- **Product & UX**: Product Discovery, User Research, Interaction Design, Usability Testing, Prototyping
- **AI & Strategy**: Human-AI Interaction, AI Output Evaluation, Human-in-the-Loop Workflows, Competitive Analysis
- **Delivery & Tools**: Stakeholder Management, Cross-functional Leadership, Figma, Jira, Miro, Claude, ChatGPT

Education

MSc Human Computer Interaction | University College Dublin | 3.71/4.2 GPA | **First Class Honors**
September 2024 – August 2025 | Dublin, Ireland

Master of Design in User Experience| Sandip University | 9.2/10 GPA | **Gold Medalist** (University First Rank)
August 2019 – August 2021 | Nashik, India

Bachelor of Architecture | Mahatma Gandhi University
August 2012 – August 2017| Kottayam, India