Jenil Thummar

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Visual & Product Designer with 1.5 years of experience, shaping web experiences at **Roboto Studio**. I work on website and visual design, design systems, IA, UX, internal products and lately on how agents help with workflows. Most of my work has been around making user interfaces and experiences functional while balancing strong visual aesthetics to drive the business objectives. I sometimes take my own designs to production in code with Claude Code, so work ships without a handoff. I also use Claude code to quickly test out ideas and prototype before committing to it fully.

RELEVANT EXPERIENCE

Visual & Product Designer • ROBOTO STUDIO — August'25 to Present

Roboto Studio is a Next.js and Sanity agency, one of 15 starred partners in Sanity's 218-agency directory. Clients include Discovery Channel, Warner Bros, GCAI and Tray.ai. I owned all sorts of design and implementation across internal products and client builds driving meaningful design impact.

- **Loggle, Product Redesign:** Sole design owner across a **two-stage redesign** of a live Linear and GitHub-native work tracker, covering **18 of 25 app routes**. Built the **product's first design system**, Designed **a streaming AI refinement feature**, then **shipped it in code.** Expanded design system to support modular dashboard.
- **Turbo Start Sanity:** Designed the **brand identity and interface** for the studio's flagship **open-source Next.js and Sanity starter**. 167 stars, 56 forks, and installable straight from Sanity's own CLI, with client teams shipping production sites on it. Built the product site around it, covering the **visual page builders** and gave the whole thing an **engine and nitro identity**. Also designed the **sibling Shopify and Contentful starters**.
- **August, Internal Knowledge Slack Agent**: Cut retrieval of anything the team had saved **from a two minute wait to under four seconds**, and **reduced saving to a one line exchange in Slack** so nobody has to open the underlying store. Sole builder. Wrote the agent's voice and behaviour as **version-controlled markdown**, and **designed a reward system** with no streaks and celebration on ordinary saves so the occasional one still lands. Implemented Ambient recall feature. **Built and shipped it in code with Claude Code.**
- **Slingshot Biosciences, Client:** Merged two legacy sites into one platform, Translated an **external design director's brand language into the 15 page templates that shipped**, covering product collection and detail, search, shop home, applications and the resources hub, plus the product card system used across them. Wireframed the **technical catalogue and the basket-to-PDF quote flow that lets buyers get procurement sign-off without leaving the site**, **handoff** to engineering. Reviewed every built page before launch.

Visual & Product Design Intern • ROBOTOSTUDIO — May'25 to August'25

Joined as a first designer, Designed a baseline design system from 0 → 1 based on Tailwind framework.

- **UI/UX Design:** Took ownership of early UI/UX direction, designing and improving website pages, **built a baseline design system** based off **Tailwind primitives to improve handoff** to engineering and improve the efficiency.
- **Marketing Design:** Designed landing pages, visual creatives, demo videos, custom grid icons to support website storytelling and social media marketing. Designed case-study assets to showcase client work on a website.

Transitioned to a full-time Product & Visual designer role, to continue working on core interfaces and experiences.

EDUCATION

Bachelor of Computer Applications (BCA) — **Cumulative GPA: 8.15/10**

SDJ International College, Vesu, Surat — 2022 to 2025

SKILLS

Design: User Interface, User Experience, Design Systems, Information Architecture, Interaction Design, Brand Systems, Wireframing, Prototyping, User Research, Usability Testing, Design-to-Dev Pipelines

AI & Dev: Claude, v0, Cursor, Codex

Tools: Figma, Slack, Unicorn, Paper, Ghostty, Linear, Vercel