Gayathri Muthalagu

Product Designer | B2B SaaS | Complex Workflows | UX, UI, Accessibility and Design Systems

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Summary

Product Designer with 5+ years of experience designing complex digital products and enterprise workflows across discovery, interaction design, UI, design systems and delivery. Experienced in turning complex requirements, legacy behaviour and technical constraints into clear, usable digital experiences.

At Compass Education, I've worked closely with Product, Engineering, Customer Success, Support and school stakeholders across compliance, onboarding, learning, administration and operational products, designing experiences across complex workflows and multiple user journeys. **Experienced in designing responsive experiences, reusable component-based interfaces, accessible interactions and edge cases across flows, screens and states.**

Recent work includes a 13 week Rubrics redesign validated with 6 schools, discovery across 7 Australian and UK schools for a new fundraising module, and rapid workflow exploration across CTF imports and GDPR deletion.

Selected shipped work

- **Rubrics uplift** - Read article | Guttman chart
  Redesign of rubric creation, management and grading workflows, including the Guttman chart.
- **Acknowledge entries | Responsive design** - Read article
  Responsive parent-facing workflow for acknowledging school entries across devices.
- **One-stop-shop | Parent Homepage app** - Read article | Watch video
  Centralised parent homepage bringing key school information and actions into one experience.

Core Skills

- **Product discovery:** User research, stakeholder interviews, workshop facilitation, workflow mapping, competitor analysis and usability testing.
- **Product design:** Interaction design, information architecture, user flows, wireframes, prototyping, responsive UI, accessibility and state/edge-case design.
- **Systems and delivery:** Design systems, component libraries, documentation, design QA, acceptance criteria, engineering collaboration and usability.
- **Accessibility & AI:** WCAG-informed design, accessible interaction patterns, AI-assisted research synthesis, prototyping and design exploration.
- **Tools:** Figma, Dovetail, Jira, Confluence, Monday.com, Cursor, Notion

Experience

Product Designer | Compass Education | Oct 2022 - Nov 2026

Industry: EdTech / B2B SaaS | **Design team:** 4 designers | **Company size:** 200–250 employees

Led end-to-end design of complex digital experiences across compliance, onboarding, learning, administration, and operational workflows, from discovery and problem definition through design, delivery and quality assurance. Partnered with Product, Engineering, Customer Success, and school stakeholders to define requirements, validate solutions, and deliver scalable experiences.

- **Product Discovery:** Conducted stakeholder interviews, customer feedback sessions, competitor analysis, workflow mapping, and proof-of-concept exploration.
- **Stakeholder Management**: Facilitated design reviews, workshops, school demonstrations, feedback sessions, and alignment discussions across Product, Engineering, Customer Success, and Support teams.
- **End-to-End Product Design:** Scoped projects and designed user flows, information architecture, interaction patterns, responsive experiences, prototypes and high-fidelity interfaces, including edge cases and different workflow states.
- **Accessibility:** Designed and specified accessible interfaces with WCAG 2.2 AA considerations built into the design process rather than treated as post-development remediation.
- **Design Systems:** Created and published reusable components, extended shared design system patterns, and designed responsive and component-based experiences for different viewport and product contexts.
- **AI-assisted Design:** Used AI tools including Cursor to rapidly explore interaction concepts, prototype workflows and test design ideas, shortening the path from hypothesis to working experience.
- **Design-to-Development Collaboration:** Produced implementation-ready specifications, clarified edge cases and interaction states, and worked closely with engineers throughout development to maintain design quality and resolve implementation questions.

Junior Product Designer | Compass Education | Apr 2022 - Oct 2022

Industry: EdTech / B2B SaaS | **Design team:** 5 designers | **Company size:** 200–250 employees

- **User Research & Discovery:** Conducted workflow analysis, competitor research, stakeholder discussions, and requirements gathering to inform design decisions.
- **Interaction Design:** Created user flows, interaction patterns, wireframes, prototypes and high-fidelity responsive designs for complex enterprise workflows.
- **Cross-functional Collaboration:** Worked closely with Product Owners, Engineers, SMEs, Customer Success, and Support teams throughout project delivery.
- **Design Systems:** Contributed to reusable component patterns and worked within established design system foundations to maintain consistency across product experiences.
- **Project Ownership:** Managed timelines, stakeholder expectations, and delivery activities across end-to-end initiatives with increasing independence.

UI Designer | Teamor | Nov 2021 - Apr 2022

Industry: Sports | **Design team:** 2 designers | **Product team:** 1 dedicated product team

- **Responsive UI design:** Designed web applications across desktop and mobile ensuring usability and visual consistency across breakpoints
- **High-fidelity interface design:** Created production-ready UI screens aligned with product and brand requirements
- **Developer collaboration:** Prepared detailed design specifications and worked closely with developers during implementation
- **Design consistency:** Applied reusable patterns and UI components to improve scalability across products
- **Cross-functional delivery:** Collaborated with designers, developers, and stakeholders to deliver user-centred solutions

UX/UI Design Intern | Beanstalkedu | Jul 2021 - Dec 2021

Industry: EdTech | **Design team:** 1 design intern | **Product team:** 1 dedicated product team

- **End-to-end UX/UI support:** Supported early-stage product exploration and feature definition. Contributed across research, interaction design, prototyping, and visual design activities
- **User research & analysis:** Conducted user research, competitor analysis, and requirement gathering to inform design decisions
- **Interaction design:** Translated user needs into structured flows and interaction patterns
- **Prototyping:** Created low and high-fidelity prototypes to validate ideas and support development discussions
- **Production-ready design delivery:** Prepared final UI designs and collaborated with developers during implementation

Education

- Monash University | Master of Interaction Design | 2019-21
- Stella Maris College | Bachelor of Computer Applications | 2016-19

Additional information

- Fide Rated Chess Player (1598)
- Volunteer Tutor, Bharathi Academy