

Gayathri Muthalagu

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

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Summary

Product Designer with 5+ years of experience designing complex B2B SaaS and enterprise workflows, primarily within education technology. Experienced across product discovery, requirements definition, workflow mapping, interaction design, UI, design systems, delivery planning and design quality assurance.

At Compass Education, I've worked closely with Product, Engineering, Customer Success and school stakeholders across compliance, onboarding, learning, administration and operational products. My strongest work involves turning complicated requirements, legacy behaviour and technical constraints into clear, scalable product experiences.

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.

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 and accessibility.
- **Systems and delivery:** Design systems, component libraries, documentation, design QA, acceptance criteria and engineering collaboration.
- **Tools:** Figma, Dovetail, Jira, Confluence, Monday.com, Cursor, Notion

Professional Experience

Product Designer | Compass Education | Oct 2022 – Present

Led end-to-end design of complex SaaS products across compliance, onboarding, learning, administration, and operational workflows. 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.
- **Requirements Definition:** Created scope documents, requirements documentation, business rules, acceptance criteria, and delivery artefacts for complex initiatives.
- **End-to-End Product Design:** Scoped projects, Created and maintained roadmaps, Designed user flows, information architecture, wireframes, prototypes, responsive experiences, and high-fidelity interfaces.
- **Stakeholder Management:** Facilitated design reviews, workshops, school demonstrations, feedback sessions, and alignment discussions across Product, Engineering, Customer Success, and Support teams.
- **Design Systems:** Created and published reusable components, extended design system patterns, and contributed kiosk-specific and responsive design system foundations.
- **Systems Thinking:** Standardised interaction patterns and drove reuse of scalable frameworks across multiple modules, including data grid experiences.

- **Design-to-Development Collaboration:** Produced implementation-ready specifications, collaborated closely with engineers, clarified edge cases, and supported delivery throughout development.
- **Team Operations:** Facilitated design sprints, retrospectives, sprint reporting, and coordinated work across designers contributing to larger initiatives.

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

- **User Research & Discovery:** Conducted workflow analysis, competitor research, stakeholder discussions, and requirements gathering to inform design decisions.
- **Interaction Design:** Created user flows, wireframes, prototypes, and high-fidelity 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 component reuse and adoption of established design system patterns.
- **Project Ownership:** Managed timelines, stakeholder expectations, and delivery activities across end-to-end initiatives with increasing independence.

UI Designer | Teamor | Nov 2021 – Apr 2022

- **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

- **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