

Akshat Sharma

Product & Service Designer

I integrate service design, storytelling, and strategic design to move from research and journey alignment to testable prototypes and shipped experiences, drawing on almost four years of learning and hands-on practice.

Experience

Senior Product Designer

Neurowyzer | Singapore (Remote) September 2025 – Present

- Drive scalable proof-of-concepts for DBFS Stroke assessment modules with cut build time by 40%.
- Designing & Co-ordinating improvements in Lifestyle-Recommendation Section in DBFS Report.
- Define motion standards, build component playgrounds, and mentor interns to grow the design system.

Product Designer

Neurowyzer | Singapore (Remote) July 2023 – September 2025

- Reimagined Digital Brain Function Screen (DBFS) into an accessible, scalable, configurable flow with motion cues, co-designing with developers to cut setup and build time for future project by ~50%.
- Owned the Lifestyle Recommendation Webpage experience, turning report insights into daily habits and increasing post-assessment engagement.
- Designed four Cognitive Training Games (Flanker, PVT, Maze, N-Back) using Hooked Model principles to make sessions habit-forming and boost average playtime by ~40–50%.

Product Design Intern

Neurowyzer | Singapore (Remote) March 2022 – July 2023

- Supported Cognitive Training App design through wireframes, prototypes and user testing.
- Contributed to Attayn (assessment flows, UI fixes, tele-consult) and PET-C (game design, timers, animations).
- Partnered with developers to refine usability and improve learning journeys.

Design Highlights

Plugg-out

Award-winning service design reducing “vampire power” through behavior-changing interactions and feedback loops.

SPCE- Sustainable Packaging Circular Ecosystem

Service design project converting food-delivery packaging waste into a circular system. Introduced a sustainable model for small businesses to reduce plastic waste through reuse and recycling.

DBFS- Digital Brain Function Screen Redesign (Neurowyzer)

Core screening tool redesigned with accessible UI and motion-assisted guidance; recognized with a Special Mention at Singapore Good Design Awards 2024 (project under NDA).

Achievements

- Special Mention Award (Neurowyzer) | Singapore Good Design Award 2024
- First Prize Winner IKEA Challenge | Student Service Design Challenge 2024
- Best Design Award | UMO Design, Design X Social, Global Innovation Challenge.
- Organizer | TEDxBVCOE (2022)
- President | BVP OPTICA (2022–2023)

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Skills

Product & Experience Design:

User Experience (UX), User Interface (UI), Information Architecture, User Research, Wire-framing & Flows, Interactive Prototyping, Design Systems (Figma), Accessibility

Service Design:

Journey Mapping, Service Blueprinting, Stakeholder Mapping, Co-creation, Service Prototyping

Design Strategy & Collaboration:

Design Thinking, Systems Thinking, UX Strategy, Heuristic Evaluation, Roadmapping & Prioritization, Stakeholder Management, Facilitation, Design Critique & Handoff

Motion Design:

UI Animation, Micro-interactions, Motion Graphics, Storyboarding, Visual Communication

Tools

Figma	Gen AI Tools
Adobe Suite	Rhino 3D
Miro / Fig-jam	Microsoft Suite
ProtoPie	HTML/CSS
Sketch	Python
Blender	JavaScript/ p5.js

Education

Masters in Product Design

Delhi Technological University (DTU)
CGPA: 8.6 2023–2025

Electronics and Communication Engineering

Bharati Vidyapeeths College of Engineering, New Delhi
CGPA: 9.2 2019 – 2023

UX Design Professional Certificate

by Google on Coursera 2023

Language

English (Fluent)

Hindi (Native)

Japanese (Intermediate)