

SUBHASHIS KAKOTI

Founding Designer · BIM / AEC Domain · Code-First Design Systems · AI-Assisted UI

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SUMMARY

UX designer and code-first builder with an MSc in Usability Engineering (HCI), 4+ years designing enterprise software, and a B.Architecture degree. At DP Architects I worked daily in Revit, AutoCAD, SketchUp, Lumion and Enscape- I know BIM workflows, 3D viewport conventions, gizmo and camera behaviour, and the gap between design intent and production documentation from the inside. Since then I have built design systems from zero in code — a Figma → Token Studio → Storybook → Chromatic pipeline — and built functional UIs in React, shadcn/ui, HTML, and CSS, using Claude as the primary co-pilot. The running product is my source of truth. neoBIM sits exactly at the intersection of the two things I know best: AEC domain knowledge and code-first design system ownership.

EXPERIENCE

Product Designer | **Elevion Green** | May 2025 – May 2026

Germany · Enterprise SaaS (Solar & Energy)

- Established the design system from scratch with a front-end developer — a Figma-to-Chromatic pipeline (design tokens, Storybook, visual regression), using Claude Code to guide the engineering setup so design decisions shipped to production as code, not handoff docs.
- Built functional prototypes with Claude Code and Replit to test novel AI interactions that static mockups couldn't convey, and explained design rationale to PMs, engineers, and research scientists through storytelling.
- Designed Elevion Green's AI tool suite end to end — EG AI Bot (a conversational AI interface embedded in the marketing site) and AI Labs (load-profile normaliser, visualiser, analyser, and a sales-proposal generator) — letting sales and operations teams generate proposals, project specifications, and technical requirements in minutes instead of hours.
- Designed AI-output trust patterns — surfacing how each result was generated and why, giving users control over tone and quality — so non-AI-expert users could read, trust, and act on generative output with confidence.
- Designed a Smart Checklist that digitalised a 60+ step manual, PDF-based workflow — adding transparency across the team and feeding the proposal generator from each user's required template. Piloted with 4 salespeople at 100% unassisted task completion.

Impact: Design system built 0-to-1 with a full Figma → Token Studio → Storybook → Chromatic pipeline; code-first prototypes built in React with Claude — the running product was the source of truth, not a handoff doc.

UX / UI Designer | **Carl Zeiss AG** | Oct 2023 – Feb 2025

Germany · Enterprise SaaS & Design System (Optics & Medtech)

- Maintained design system with WCAG-compliant UI components — component documentation, interaction states, and visual specifications maintained across global engineering teams.
- Designed Zearch, a GPT-powered enterprise search grounded on ZEISS's internal knowledge base, engineered so corporate data never left the environment. Shaped natural-language query and AI-result surfaces — including trust patterns showing how answers were sourced — for technical professional users, collaborating daily with engineers and research scientists.
- Led discovery and usability testing for RMS Digital Demo guide — applied behavioral data analysis, journey mapping, and friction identification to improve self-service flows for thousands of users. Research uncovered a 48.15% misclick rate and 41.7% task error rate, informing a redesign validated with 25 participants.
- Communicated design rationale clearly to cross-functional partners — presented visual direction to product managers, engineers, and stakeholders across Germany and globally.

Impact: WCAG-compliant enterprise design system maintained across global engineering teams; GPT-powered enterprise search designed for technical users.

UX / UI Designer | **CGI Inc.** | Jul 2022 – Jul 2023

Germany · Digital Customer Experience (DCX)

- Designed consumer-facing digital products such as DoorJames across responsive web and native app surfaces following native platform conventions for iOS and Android.

- Built the DCX design system (Multi-brand) and led the Sketch-to-Figma migration for 30 designers and ran workshop-based adoption programmes so the system was used in practice, not just published.

Impact: Multi-brand design system built from zero and adopted by 30 designers; iOS and Android app designed.

Architect | DP Architects | Jun 2019 – Sep 2021

Bengaluru, India · Commercial Architecture

- Delivered large-scale commercial architecture projects using Autodesk Revit, AutoCAD, Fusion 360, and SketchUp, with Lumion for visualisation — developing a working understanding of BIM workflows, 3D viewport conventions, gizmo and camera behaviour, and the design-intent-to-documentation pipeline that neoBIM is now transforming.

SKILLS

Code-First Design: HTML · CSS · React · shadcn/ui · Radix UI primitives · Claude Code (AI-assisted UI) · Replit · Dark / light mode · Responsive behaviour · Component-first workflow

BIM / AEC / 3D: Autodesk Revit · AutoCAD · Fusion 360 · SketchUp · Lumion · 3D viewport UX · Spatial reasoning · BIM workflow domain knowledge · Gizmo & camera conventions

User Research: Quantitative & qualitative methods · Usability testing (Maze) · A/B testing · Behavioral data analysis · Customer-insight synthesis

Design Systems: Design system 0-to-1 creation & scaling · Scalable design token architecture · Reusable AI interaction patterns · Component library governance · Versioning & deprecation · Adoption & contribution workflows

Engineering Partnership: Figma → Storybook → Chromatic pipeline · Design-to-code handoff · Token-to-code mapping · CSS framework understanding · Implementation review · Frontend collaboration · Engineering-ready documentation

Accessibility & Compliance: WCAG 2.1 AA / 2.2 · Keyboard navigation design · Focus management · Screen reader compatibility · Colour contrast · Accessibility-first (not retrofitted) · Component-level compliance

AI-First Design & Build: Figma Make (prompt-to-UI) · Claude Design & Claude Code · ChatGPT / Custom GPTs · Figma AI · Figma MCP · Replit · AI-native design workflow · AI-assisted prototyping · Vibe coding · AI-driven synthesis

Collaboration & Communication: Sprint delivery · Engineering handoff · Design critique & quality bar raising · Stakeholder management · Cross-functional communication · Agile / Scrum

Tools: Figma · Claude Code · Replit · Maze (User testing) · Tokenstudio · Framer · Storybook · Frontify · Adobe Creative Suite · Autodesk AEC suite · SketchUp 3D · Enscape Render · Lumion · Confluence · Jira · Microsoft Office

EDUCATION

MSc. Usability Engineering (Human-Computer Interaction)

Hochschule Rhein-Waal, Germany

Focus: Applied Interaction Design, User Research, Human-Computer Interaction, Psychology for UX.

Key projects: Co-designed Temi × Porsche autonomous robot interaction model (HRI/HMI, live Porsche dealership deployment) — translating robotic capability into a usable interaction model.

B. Architecture & Design

Manipal University, India

5-year integrated programme combining spatial design, visual communication, and human-centred design principles.

SELECTED PROJECTS — DESIGNED & BUILT SOLO WITH AI TOOLING

Design System Manager: Designed and built a self-hosted, web-based platform that unifies a design system's tokens, components, code, documentation, and the Figma-to-production pipeline in one collaborative space — with real-time multi-user editing, a built-in WCAG AA audit engine, Figma-to-code generation, and Storybook / Chromatic / GitHub sync.

CERTIFICATIONS

Agile Principles & Methodologies, Scrum Foundations, Agile for Software Development (CGI Inc.)

LANGUAGE SKILLS

English (Full Professional Proficiency) · German (Elementary)