

DEV PRAKASH MANOJ

Product Designer | UX/UI | AI Products

Mülheim an der Ruhr, NRW, Germany · Open to relocate (Germany / EU) · EU Blue Card eligible
hello.dev.manoj@gmail.com · +49 176 25430914 · devprakash.xyz · linkedin.com/in/devprakashmanoj

SKILLS

Product & interaction: End-to-end product design, 0 to 1 MVPs, UX/UI, interaction design, service design, design systems, prototyping, design to code

Research & strategy: User research (qualitative and quantitative), usability testing, journey mapping, service blueprints, systems thinking, product discovery

Tools & AI: Figma, Framer, Claude Code, Codex, Antigravity, MCP agent workflows, Miro

Domains: Healthcare, mobility, wearables, enterprise SaaS, B2B and B2C

WORK EXPERIENCE

Freelance Product Designer

2024 - Present

Remote, Germany

- Took a healthcare AI app from 0 to 1 in 59 hours, designing the core flows, brand, and launch assets; voted audience favourite at the Feedback Loop pitch event.
- Designed the interaction between people and AI through regular health check-ins that feed personalised wellbeing advice, and ran product, design, and business workshops to align the team.
- Designed Flock, a safety app for women travelling alone in Berlin, with a map of trusted, rated users, incident reporting, and an SOS feature.

Bosch Digital

Jul 2023 - Dec 2023

Service Designer (Internship), Stuttgart, Germany

- Turned research into clear product and service directions for the future mobility team, working across complex mobility systems.
- Shaped research into strategy inputs that helped cross-functional teams agree on user needs, business value, and trade-offs.
- Created service blueprints, research summaries, and an internal search tool used by Bosch employees worldwide.

Avantari Technologies

Oct 2019 - Jan 2022

UX/UI Designer and Researcher, Hyderabad, India

- Designed the full product experience for dhyana, a wellness tracker that won a Red Dot Design Award, across three versions and its app, wearable, and SaaS, growing it to over 100,000 users.
- Ran mixed research through interviews, customer support calls, and Firebase analytics to cut friction in onboarding, RingFit, and troubleshooting.
- Extended dhyana into a B2B workplace wellness product and kept the design system consistent across releases.

Earlier: UX Designer, Zoople Technologies (2019) · Design crew, VH1 Supersonic at Viacom18 (2018) · Graphic Designer, Global Aerosports (2017).

PROJECTS

- **BloxBike** (Master's thesis, grade 1.3, Hochschule Rhein-Waal): Designed a biking experience based on Roblox game mechanics to motivate children aged 10 to 14 to stay active, and built a working prototype using multiple AI agents (MCP), tested through participatory design and heuristic evaluation.
- **Lufthansa Flying Labs** (university project, Hochschule Rhein-Waal): Redesigned a fragmented workspace service into one journey across four touchpoints, from finding a lab in Outlook to 3D booking, a workspace simulator, and a mobile app with indoor navigation; validated with users and stakeholders.

EDUCATION

M.A. Design and Interaction, Hochschule Rhein-Waal, Germany · 2026 (Grade 1.3)

B.Des Industrial Design, Symbiosis Institute of Design, India · 2019

LANGUAGES

English (C1) · German (A1) · Malayalam (native)