

I’m a Product Designer who believes design is about understanding people first. I mix human-centred thinking with curiosity about why people do what they do, then shape ideas into clear, useful products.

Experience

Freelance

Jan 2020 – Present

help fast-moving teams and founders turn early ideas into clear, practical products people actually want to use ;

- **Cloneify***– I'm designing the MVP for an AI-based call assistant mobile app. My work spans early research, testing ideas with users, and exploring the business model to make sure the product is both useful and viable.
- **Leave Dates** – I created a design system so teams could build faster without losing the brand’s feel. Also worked through key flows to cut down clicks and reduce user frustration.
- **Brolly** – I designed the POC and MVP for the insurance platform that helped the team raise A\$500K. It was a tight timeline, but we moved quickly by testing ideas early.
- **PatternedAI *** – I’m leading the redesign of an AI-powered pattern builder, exploring how to make complex tools feel simple. Prototyping fast, testing, and shipping improvements that save users time and money.

Assurecare — Product Designer

Jan 2025 – Present

- Leading product design for MedCompass, a healthcare SaaS platform, owning end-to-end design across the SAAC module — from research and wireframing to high-fidelity delivery.
- Built and maintained a scalable design system used across multiple product teams, improving consistency and accelerating development velocity.
- Redesigned core workflows including assessment lists, message inbox, and KPI dashboards — reducing task completion time and improving clinical usability.

Pelican Cube – Design team lead (Contract)

Feb 2025 – Jun 2025

- Design Lead on the Sri Lankan Railway Digitalization project. I managed requirement gathering, design delivery, and led a team of designers to hit tight deadlines without compromising quality.

Testfully — Product Designer (Contract)

Jun 2024 – Nov 2024

- Redesigned core features in record time, focusing on making the experience feel effortless for users.

Azend Technologies — Senior UI/UX Generalist

Feb 2023 – Jul 2024

- Built the design system for Govi.ai, an agritech platform helping farmers run their operations smarter. My role spanned design leadership, field research, and daily design management.

Amplifyn — User Experience Designer

Dec 2021 – Present

- Led the team to design a new design system, identifying UX issues and proposing design recommendations for the E-commerce website.
- Improve the end-to-end experience of an EOR platform by conducting usability reviews, identifying UX issues, and proposing design recommendations.
- Ensure EOR platform-wide consistency through designing a Design system and better documentation for UI elements.
- Conduct workshops and structure UX research efforts such as Payroll process and onboarding with persona research and service blueprint to make data-driven design decisions.
- Collaborate with the internal team to redesign the amplifyn website to get a 30% boost in website traffic.

Bhasha, Konekt, WebLankan

2018 – 2021

- Early design roles where I learned to balance business needs with design clarity.

Certifications

- Design for the 21st Century with Don Norman — IxDF
- Data-Driven Design: Quantitative Research for UX — IxDF
- Improve Your UX Design Skills — LinkedIn Learning

Skills

UI Design — Design systems • A/B testing • Prototyping • Wire- framing • Usability Testing • Style-guides

Research — User flows • User interviews • User personas • Service blue print • Information architecture Journey maps

Collaboration — Agile project management • Scrum master • Detail oriented • Flexible • Communication