

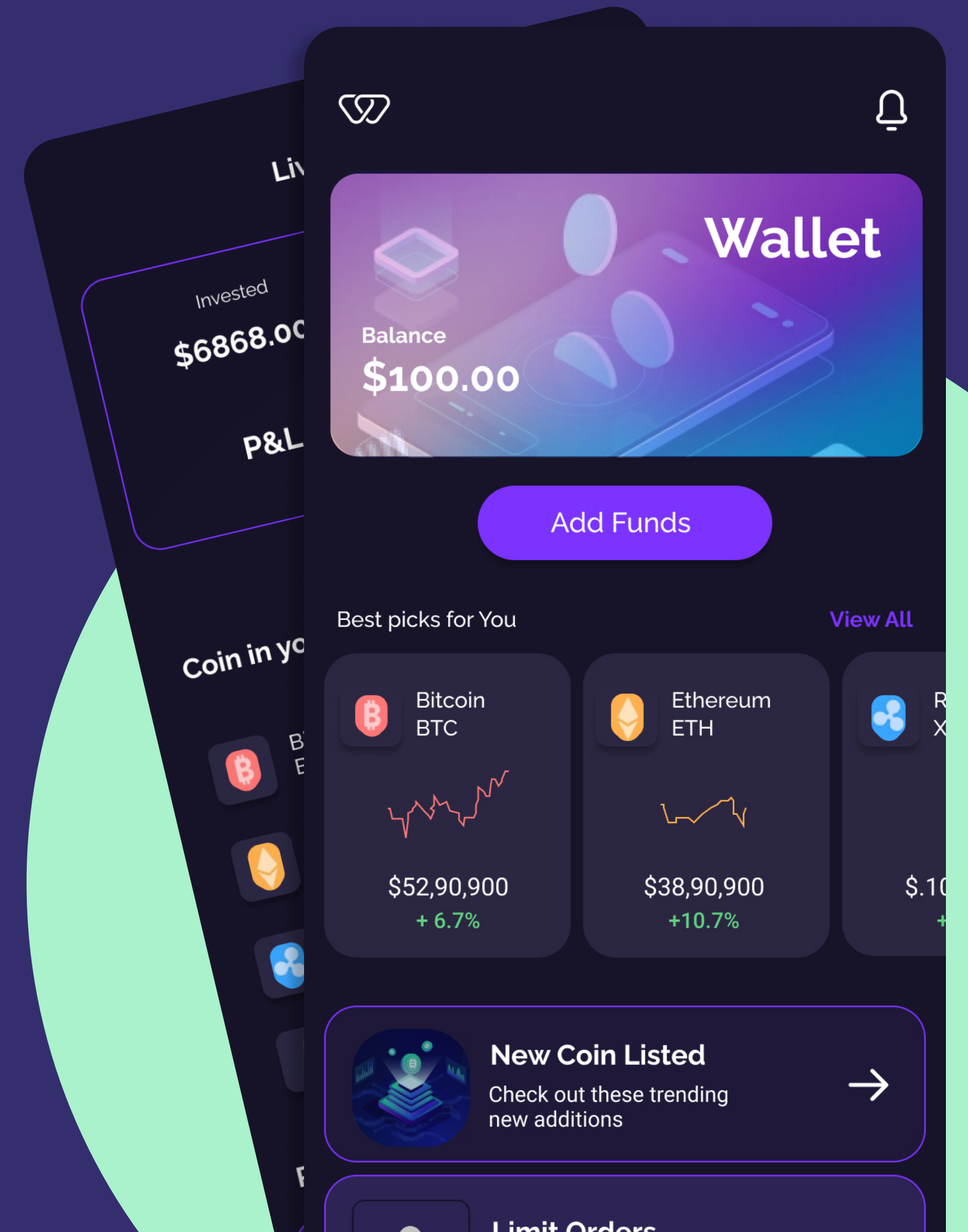
# Hello, I'm Krishna

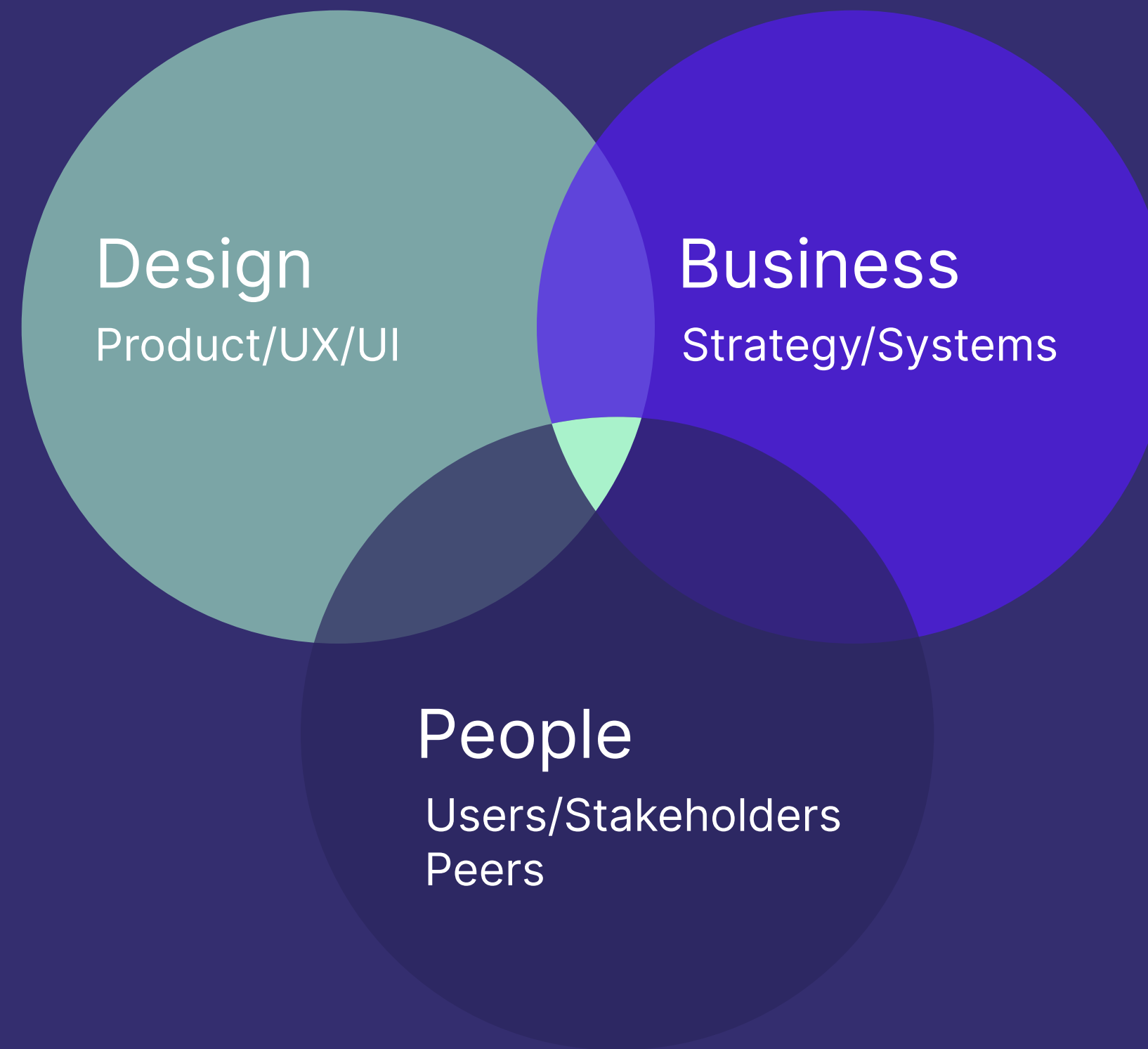
Senior Product Designer

About

Work History

Case studies

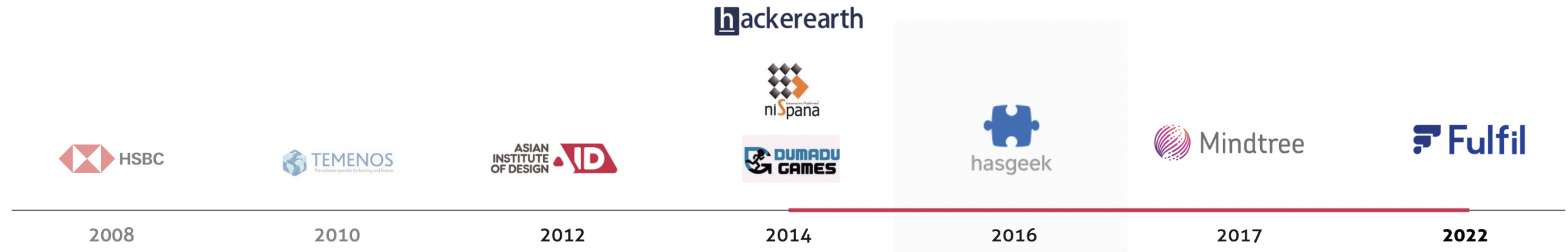




Over the past decade, I've been designing digital products and services, building and leading teams that excel at doing the same, and delivering solutions for MNCs and Start-ups



# My Journey so far





# Shipped

## Overhaul

### Parallel Counting

In store Experience  
WMS Redesign  
WMS Navigation  
Supplier portal  
Wholesale portal  
Channels Integration  
Design system  
Receiving UX  
Filter Experience

### ERP & WMS Dashboard

Form/list view

## Cupcakes

Date Widget  
Time tracker app  
Shipping Instructions  
Address validation  
Auth page  
Keyboard only UX  
Reports  
Accounts  
Guidance UX  
One to Many fields  
Tiny Cupcakes

## Others

Design Org  
Hiring Process & Employer Branding  
How to conduct User Interviews  
ReadMe  
Miro design sprints  
Slack design channel  
Books and useful links  
Fulfil Docs  
Github  
Design process at Fulfil  
Whiteboards  
Looms  
Release notes  
Drip Agency  
Marketing  
Employer Branding  
Demos



## CASE STUDY 1- LEADERSHIP DASHBOARD: FULFIL.IO

# **How can merchants make better decisions to increase efficiency and scale faster?**

My Role Project Lead — Research, Design (Strategy & Service), Prototyping, Delivery  
5 months spread over phases in 2022-23

# Old Dashboard


Welcome, Murali.Krishna@Fulfil.io

What do you want to do today?

- Preferences
- About Fulfil
- Logout

The diagram illustrates the 8 main modules of the system, arranged in two rows of four. Each module is represented by a blue circular icon and a text label:

- Contacts**: Represented by a person icon.
- Products**: Represented by a tag icon.
- Sales**: Represented by a bar chart icon.
- Purchase**: Represented by a shopping cart icon.
- Shipping**: Represented by a truck icon.
- Receiving**: Represented by a truck icon.
- Inventory**: Represented by a warehouse icon.
- Production**: Represented by a factory icon.



**Is the Dashboard fulfilling your needs? How can we improve it?**  
TELL US the best way forward with our dashboard improvements. We're listening!

[Send Feedback](#)



# Process

## 1. Research & Discovery

Started with research — to inform ourselves of the realities of user eco-system and workflows, break our own biases and take these stories to all stakeholders for them to build empathy with those impacted. 6 interviews with CEOs, warehouse managers, and ecommerce managers. Received 60+ survey responses.

## 2. Sense making & strategy

Developing insights into the target audience and hold sessions and create visual bodies in Miro. Validate direction and create a proposal. Discussion with customer support team to find learnings from support tickets.

## 3. Design & Co-creation

Designing tangible highlevel concepts and expressions of what the future looks like. Conducting co-creation workshops that allows us to develop a series of early create the new vision with the merchants — they need to own the new direction for this to become a reality.



My Dashboard

Sales

Inventory

Finance

Purchasing



View Report

\$10000

Total Sales

Last 30 days



View

15

Open Purchase Orders



View

3

Low stock items



Add Widget

Daily Orders

Last Week

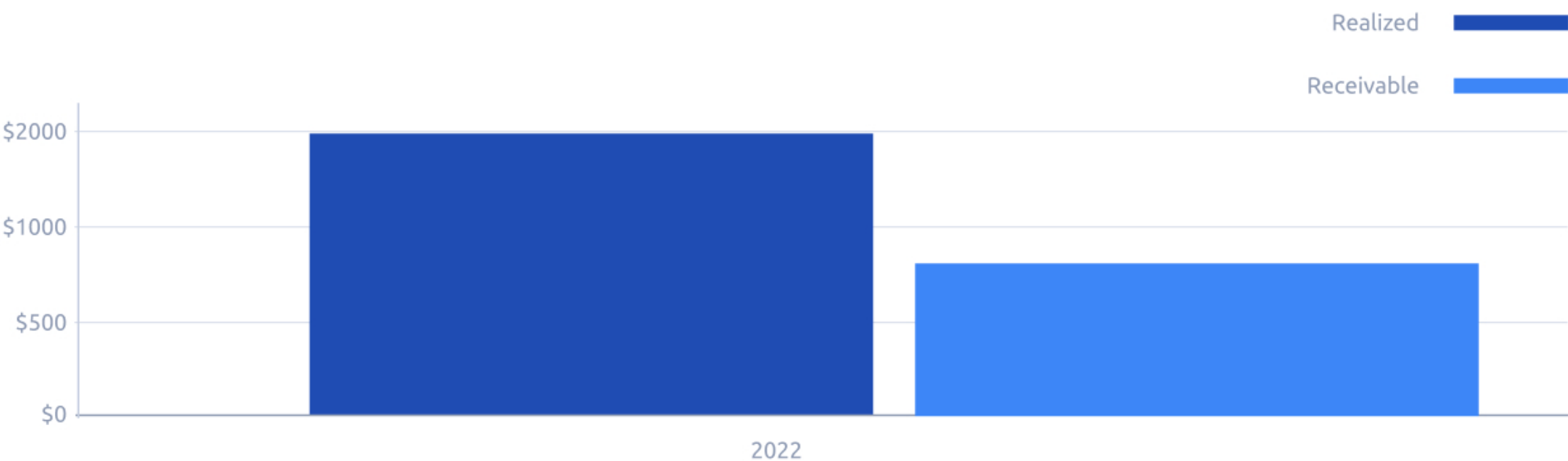
Product

Channel



Realized Revenue vs Receivables

Select Date Range



Alerts



A new integration needs your immediate attention

[Link](#)

Approvals - 2



OE

Dependency

Ann is requesting your approval...

View Details

Integrations

Shopify

No account connected

By clicking **Connect**, you agree to accept Sample App's [terms and conditions](#). You'll pay a commission rate of 15% on sales made through Sample App.

Release notes

Version 220 - April 25th 2022

Sales orders

Importer

When importing sales orders, the customer code is now a supported way to identify the customer.



## CASE STUDY 2 - PARALLEL COUNTING : FULFIL.IO

# How can merchants do accurate cycle counts efficiently?

My Role Project Lead — Research, Design (Strategy & Service), Prototyping, Delivery  
2 months spread over phases in 2023

**Video**



## CASE STUDY 2- JOURNEY APP: MINDTREE.ORG | UNIVERSITY OF COMMONS

**How can we enable young social change-makers to connect, collaborate and transform society?**

My Role

Design Lead — Research, Design, Prototyping, Delivery

3 months



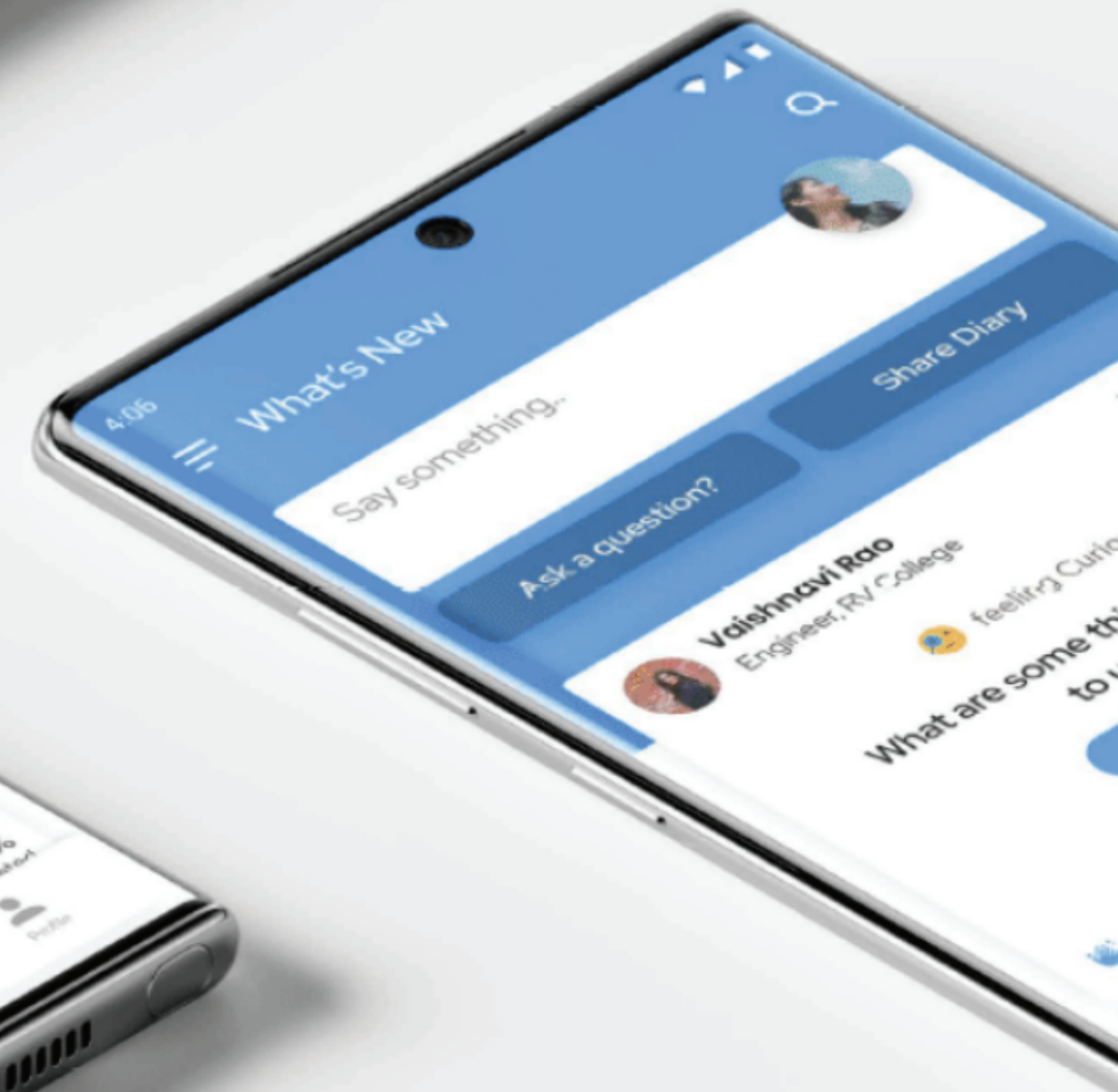
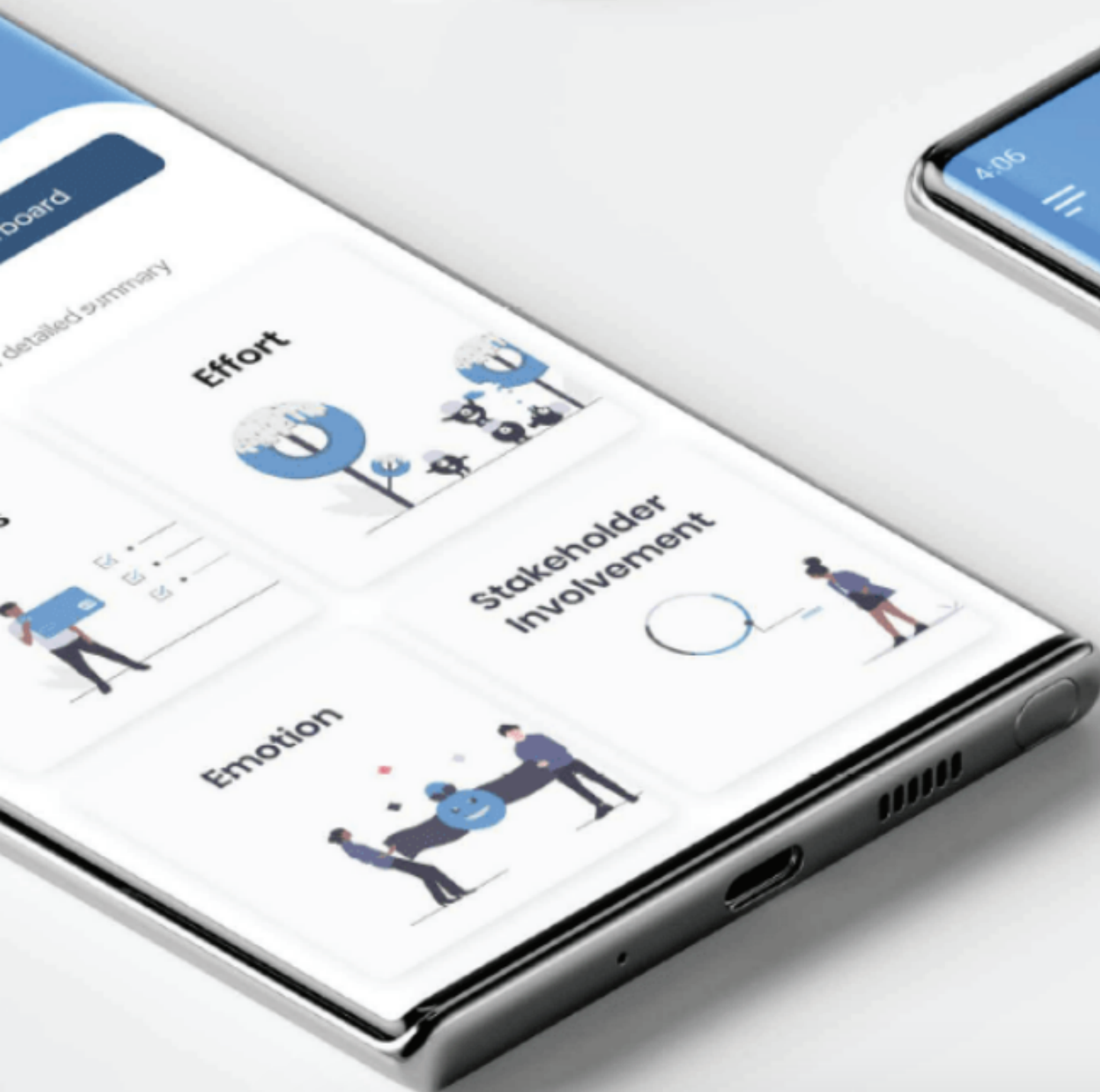
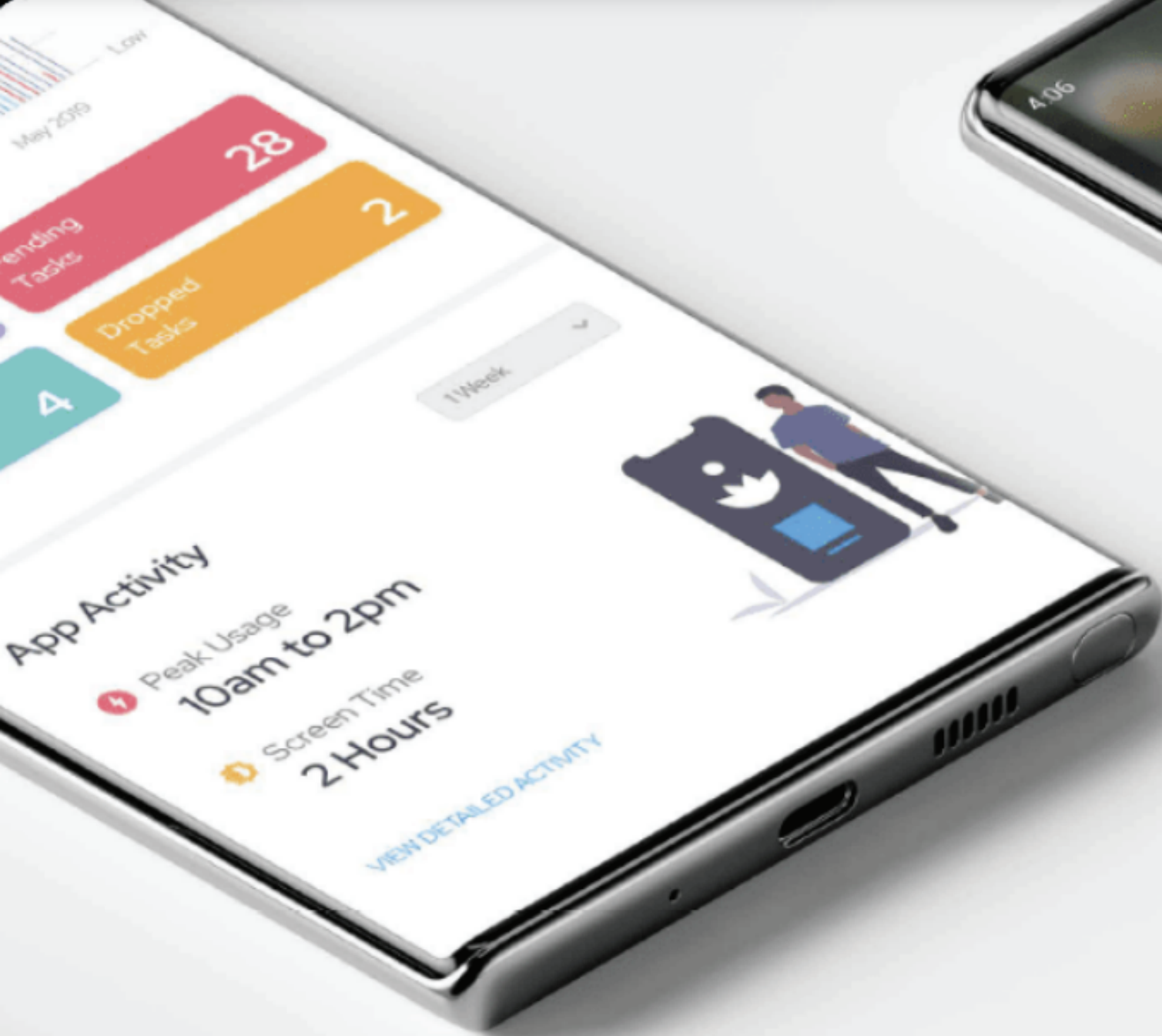


# Process

## Research & Discovery

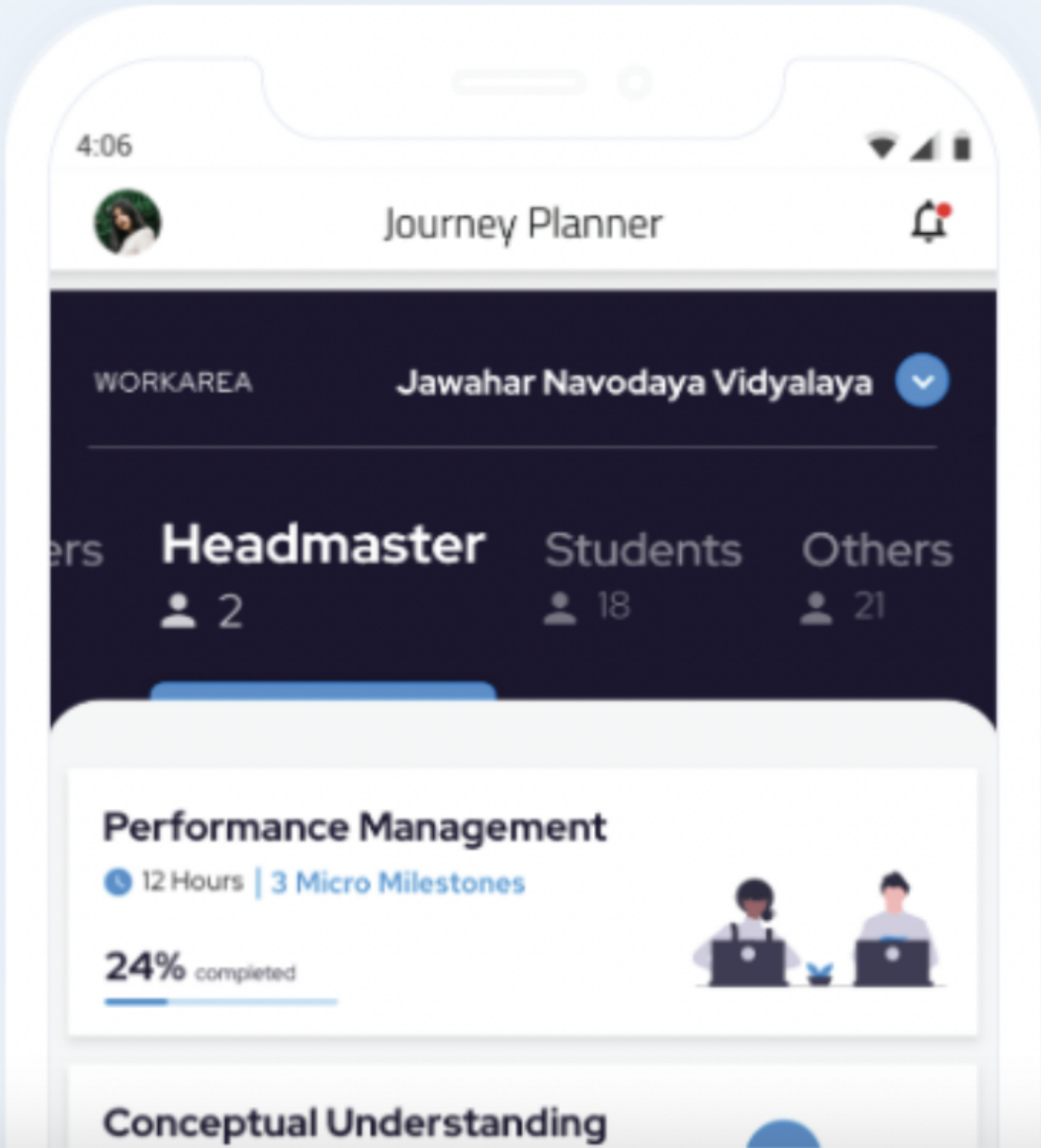




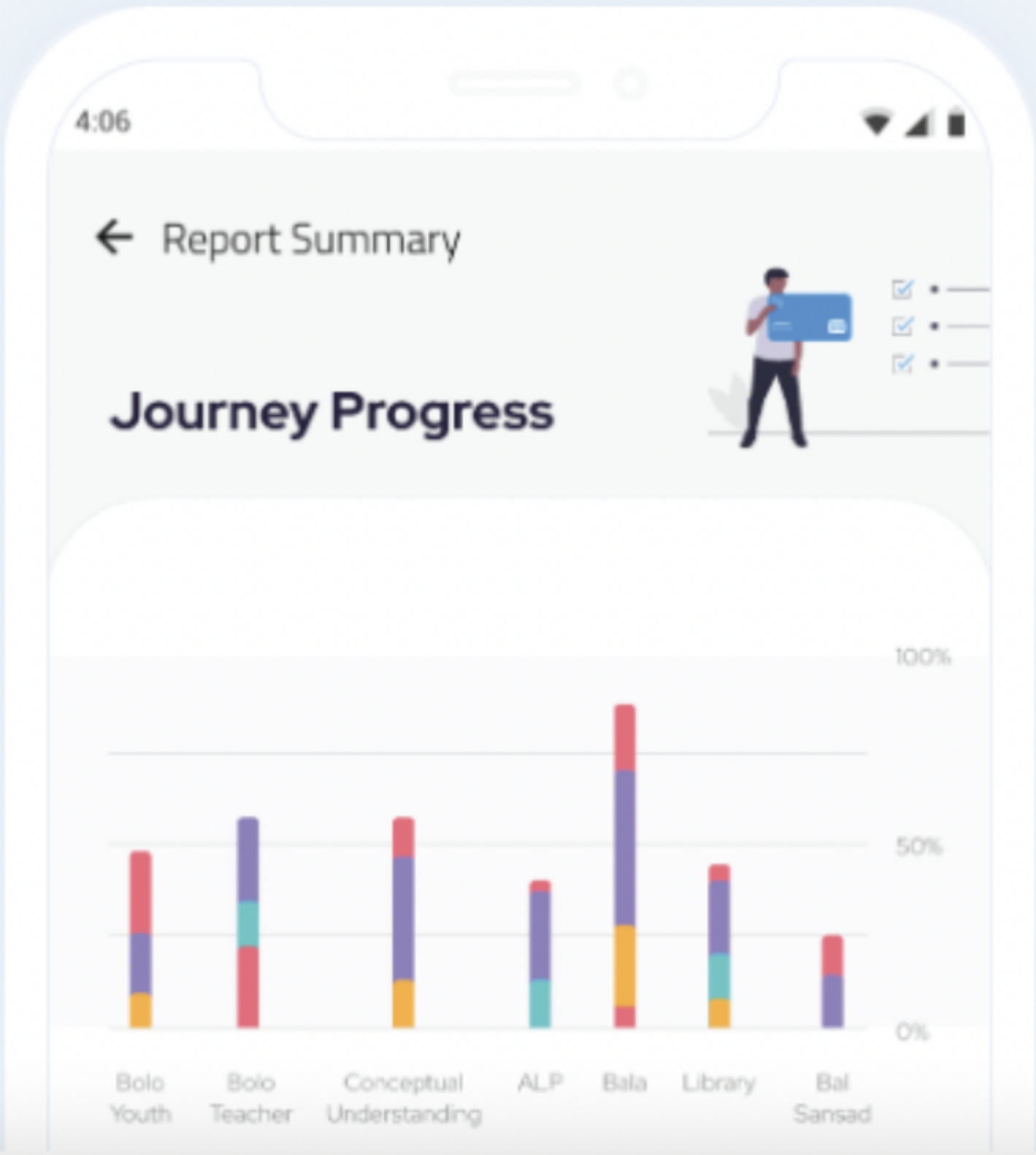




Journeys of Change



Choose a workflow, or make your own with Front Software



# Insights and Impact

Understanding the technology behind the volunteer engagement engine was really helpful in making UX decisions, but also built a stronger working relationship with many members of the engineering team. Based on the interviews with participants and volunteers, we have we derived reassuring design feedback. It symbolizes that the young people who use this app enjoy it and it fits into their lifestyle and schedule. This project gave me an understanding of how difficult it is to introduce the small new feature into a community engagement app. The touch points we need to consider before changing a small button on a screen

17K

Community members  
driving change

825

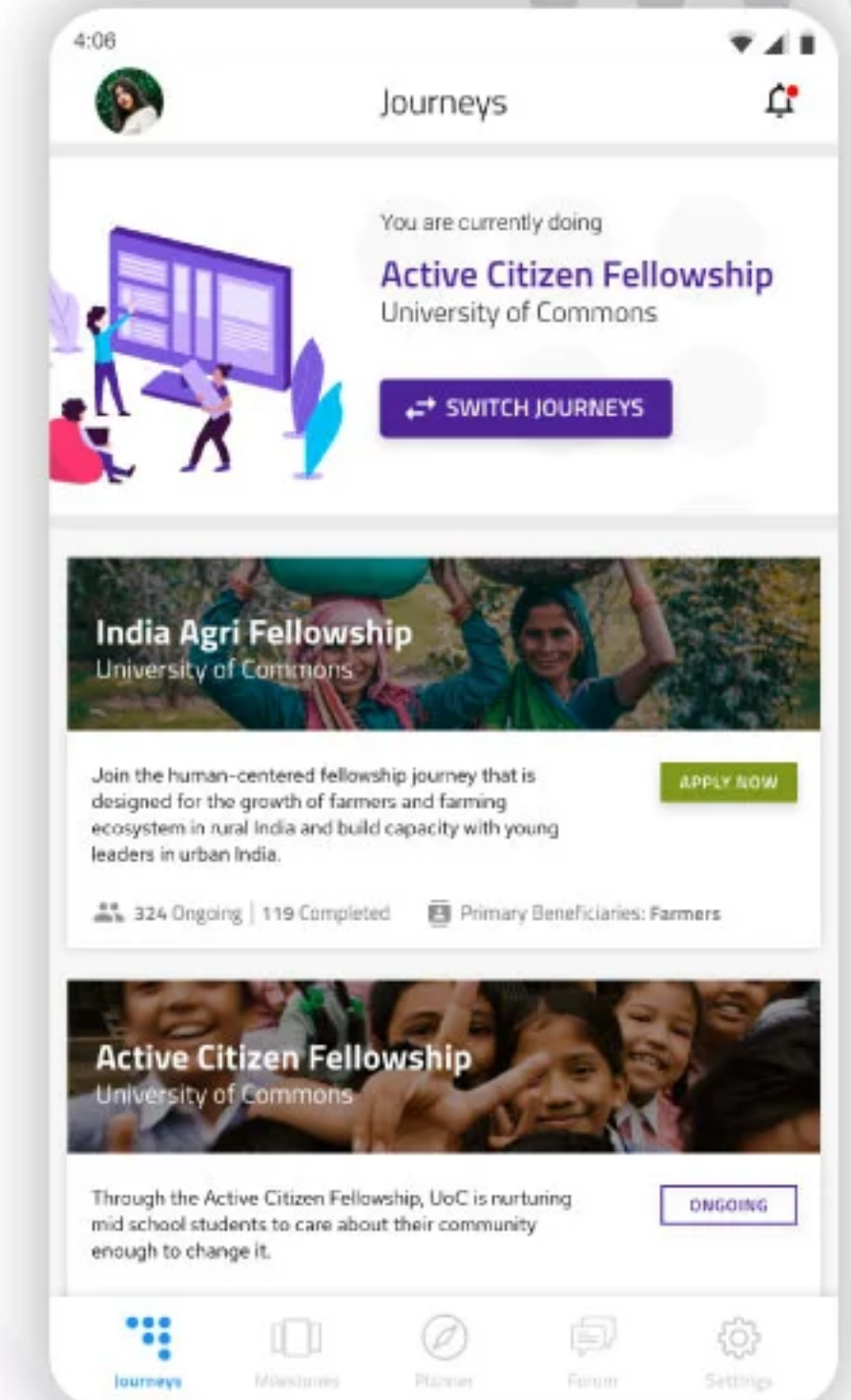
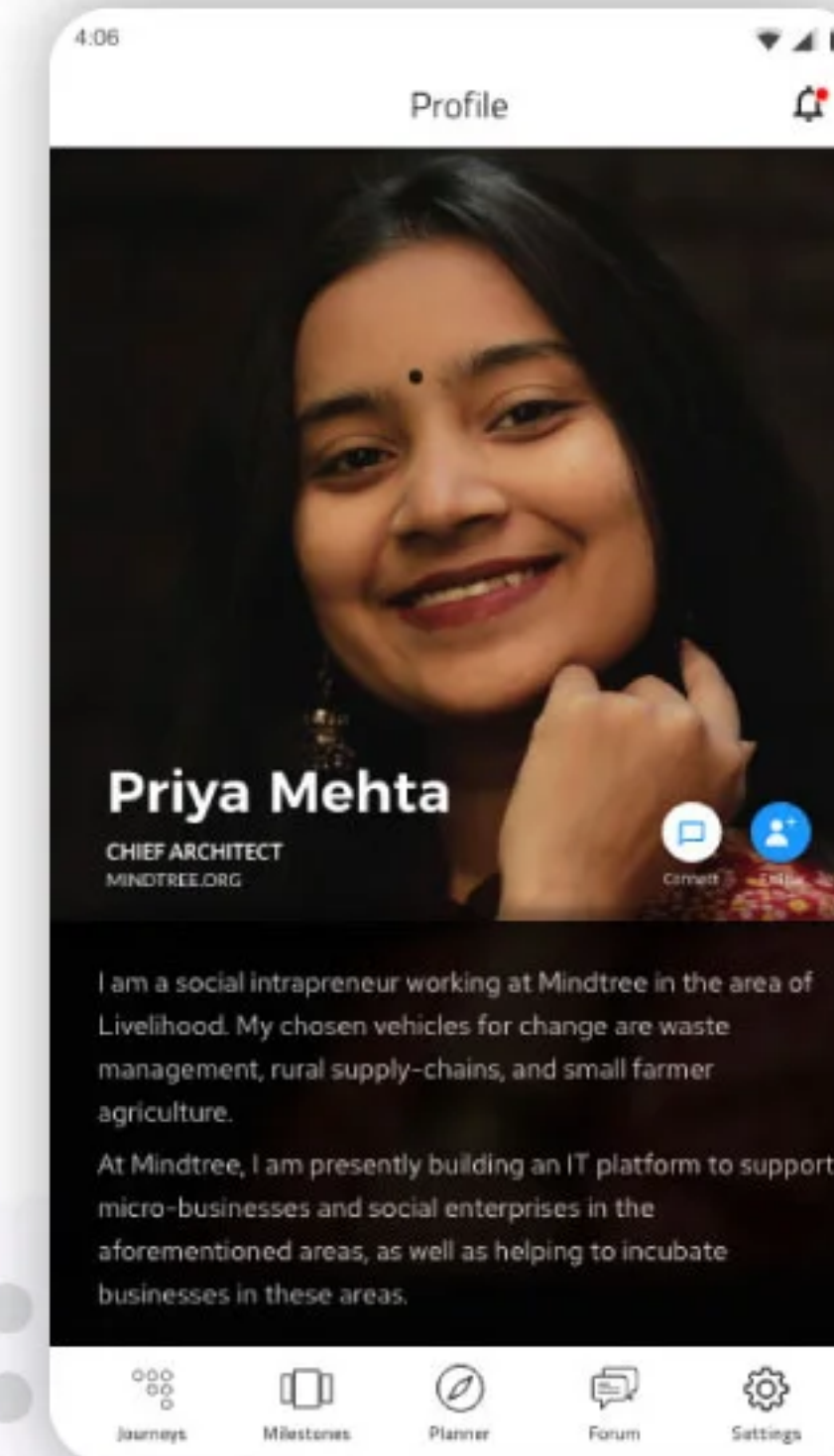
Communities

10+

Journeys

200K

Hours of community work



**Thank you for your time**