Open to global remote roles

Bengaluru, India



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I turn complex B2B software into clear, cinematic stories: AI feature launches, product demos, explainers and enterprise campaigns. After 7+ years in SaaS, I run an AI-native production pipeline and build browser-based motion tools with Claude, so craft and creative technology sit in one workflow.

Experience

2025

Jun 2025 – Aug 2026
Bengaluru
Hybrid

Simpplr

AI-powered employee experience platform

Senior Motion Designer, Specialist & Interaction

- Own motion end to end for **AI feature launches**, product demos, explainers and enterprise ads, from concept and style frames to animation, edit, colour and sound.
- Built an **AI video pipeline** (Seedance, Gemini Veo, Firefly) that replaces stock footage with on-brand generated footage, guided by a structured context-prompting method.
- Built a **colour-system web tool with Claude**, now in production use, and automated repetitive edits for faster delivery.

EX Agent · Comms AI · Style frames · Enterprise ads

2023

Feb 2023 – Jun 2025
Bengaluru
Hybrid

LambdaTest

Cross-browser testing platform

Senior Motion Designer & Interaction

- Made **product feature films**, tech promos, product demos and event showcase videos with the Creative Storytelling and Design team.
- Early adopter of **generative AI for style-frame ideation**, using prompt engineering to explore directions faster.

Test Case Management · Year Update

2020

Feb 2020 – Mar 2023
Bengaluru
Remote

Hubilo

Hybrid event platform

Motion Designer & Interaction

- Designed style frames with the Creative Director and produced **interaction guides**, tech promos and event motion edits.
- Created a **reusable motion template system** for recurring event, podcast intro and title work.

Interaction guide · Podcast intros · Template system

Earlier role

2018

Jun 2018 – Feb 2020 Remote

Envato

Online community for creative assets

Motion Graphic Designer, freelance

- Authored ready-to-use **After Effects templates** for creators worldwide.

Selected builds

Live sites, a design system and playable tools. Each one designed first, then built with Claude. Open any of them and use it.

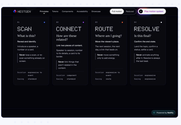


Immersive drone site

FlytBase concept home page

Scale your drone program from one site to many, told through scroll-driven motion.

Open the site ↗



System design

NestGen Motion System

Scan, connect, route, resolve: four verbs with developer-ready motion tokens.

Open the system ↗

Web play tools



Toy

Noren

Brush a curtain of glyphs and play a santoor, a guzheng or a koto.



Toy

Glyphosaurus

Steer a dinosaur through a 3D world made entirely of ASCII.



Concept

Halcyon Bio-Scan

A fictional medical console with glass anatomy and live vitals.



Game

Glass Cube

A playable puzzle cube of glowing glass.

Motion tools	Bloomwire ↗ · Motion Swash ↗ · Flowdrop ↗
Micro-interactions	Filebox Studies ↗ · Tactile Lab ↗
Full assignment	FlytBase × NestGen site, film and system ↗
Chrome extensions	Font Detective ↗ · VoxFlow TTS ↗ · Clarity ↗
Live websites	Tend ↗ · Widget Control ↗ · The Lab, 15 sites ↗

Skills

Motion and video	After Effects, Premiere Pro, Cinema 4D, Spline, kinetic typography, colour grading, sound design, video editing and post-production
Interaction	Rive, Lottie, Figma, micro-interactions, responsive animation, motion design systems
Generative AI	Seedance, Gemini Veo, Firefly, Higgsfield, Runway, Recraft, Figma Make, Google Stitch, AI voiceover and sound effects
Build with AI	Claude, ChatGPT, Gemini, prompt and context engineering, MCP workflows
Design craft	Storyboarding, style frames, script visualisation, data visualisation, motion research, Illustrator, Photoshop

Education

Motion Design & Communication
National Institute of Design
Feb 2018 – Jun 2020

Advanced Motion Design & Interaction
School of Motion, online
Feb 2021 – Jun 2023

B.Com
R.D. National & W.A. College
Apr 2012 – Jul 2017

Interests

Reading and study

- The Design of Everyday Things
- 100 Things Every Designer Needs to Know About People
- Grid Systems in Graphic Design
- Gestalt principles
- Human–computer interaction
- Spatial design

Outside work

Music · Travel · Sneakers

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Motion video projects

LinkedIn

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