

# Abhishek Singh

Product Designer & Design Technologist

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## PROFESSIONAL SUMMARY

Product designer and design technologist who designs and ships end-to-end experiences across wearable hardware, mobile, and web. Specializes in 0-to-1 and AI-driven products—owning the full process from research and interaction design to high-fidelity prototypes and firmware-level hardware–software integration. Thrives in high-ambiguity, fast-moving teams, pairing a high craft bar with strong systems thinking to ship products people actually use.

## PROFESSIONAL EXPERIENCE

### Enteronova

*Product Design Engineer*

Seattle, WA

Oct 2025 – Present

- Designed cross-device experiences for a wearable vagus nerve stimulation device—spanning the mobile app, companion website, and on-device interaction—and built the product's design system, consolidating 3 separate setup flows (3–4 steps each) into one streamlined 7–9-step flow.
- Accelerated firmware validation for the engineering team by designing and building a single-screen BLE testing console that unified device control, oscilloscope testing, and structured reporting, cutting each firmware test cycle from 1 week to 2 days and consolidating 5 separate tools into 1.
- Built consumer trust in a clinical neurostimulation product by designing and shipping a marketing website that translated complex medical data into an approachable wellness brand, driving an 80% increase in sign-ups.
- Closed the gap between design and hardware by writing and debugging BLE firmware on Zephyr RTOS (nRF52840), delivering stable device-to-app connectivity across 15 build iterations.
- Helped bring up the wearable hardware by debugging the nRF52840 PCB with an oscilloscope and multimeter and tracing faults against schematics, resolving 5 major blockers across 2 board revisions.
- Grounded product decisions in evidence by building a usability-study framework and running studies with 25 participants, identifying 12 usability flaws that shaped the product.

### Sanctum Space

*UX Design Technologist*

Seattle, WA

Sept 2024 – Mar 2026

- Improved in-device comfort for a sleeping-pod product by leading hardware iteration informed by direct user testing, raising comfort scores by 50% as measured through user interviews and post-use surveys.
- Validated design decisions ahead of the next hardware revision by conducting user interviews, product walkthroughs, and guerrilla testing with 8–10 users, surfacing 5–7 major usability issues that reshaped the design.

### Allen Institute of Artificial Intelligence (AI2)

*Design Researcher (Apprenticeship & Capstone)*

Seattle, WA

Mar 2024 – Mar 2025

- Cut wildfire fuel-assessment time from hours to ~15 minutes per transect by designing TREX, a \$300 autonomous sensor robot, integrating LiDAR, camera, and environmental sensor packages on a Raspberry Pi platform.
- Prototyped toward a robust, low-cost hardware direction—building 20–25 sensor-device prototypes and 15–20 payload-deployment mechanisms and usability testing them in live forests with rangers and researchers—optimizing for field robustness at the lowest possible cost.

### Tale

*Co-Founder, Researcher & Designer*

Bellevue, WA

Dec 2023 – Jun 2024

- Achieved a 90% task-success rate for an AI-powered aphasia communication aid by founding and leading design of an AI app that turns fragmented speech into complete conversations, validated through usability testing with 50+ proxy users.
- Established clinical credibility by validating the concept with 3 clinicians, and contributed to pricing-model decisions beyond the UI.

## KEY PROJECTS

**Point & Prompt** — *Desktop AI · 2025*. Built a tool that lets users point at part of their screen so AI can see it directly, instead of typing out a description—faster and more accurate; validated the idea with users before building.

**Structured AI Info-Gathering** — *AI Product Design · 2025*. Hypothesized that giving each question its own structured field beats cramming 20+ AI-generated questions into a single chat box, then designed, built, and user-tested a form-style interface that lets people answer field by field, skip what's irrelevant, and track progress.

## EDUCATION

### University of Washington

*M.S., Technology Innovation (Human-Computer Interaction)*

Seattle, WA

Sept 2023 – Mar 2025

### Delhi Technological University

*B.Des., Interaction Design*

Delhi, India

Aug 2018 – Jun 2022

## SKILLS

Interaction Design • UX / Product Design • Cross-Device & Multi-Surface Experiences • Context-Aware Computing • Voice & Conversational UI • Wearables & Hardware–Software Integration • 0-to-1 Product Design • Design Systems • Rapid Prototyping & Motion • Usability Research & Testing • Figma • Adobe Creative Cloud • Firmware / BLE (nRF52840, Zephyr RTOS) • CAD Modeling