

Rittim Nandi

Senior Product Designer | Lead UI/UX Designer | Creative Technologist | UX/UI Designer

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Professional Summary

Senior product designer, lead UI/UX designer and creative technologist with 10+ years of experience designing complex digital products across financial services, banking, fintech, enterprise, AI, mobile, web and emerging technology.

Strong end-to-end product design experience from discovery to delivery, covering product strategy, user research, information architecture, journey mapping, wireframing, interaction design, UI design, prototyping, usability testing, accessibility, design systems and agile delivery.

Experienced in financial services and corporate environments, including payments, digital banking, wealth management, KYC, onboarding, insurance, trade surveillance, crypto wallets and enterprise AI tools. Comfortable leading design programmes, managing stakeholders, supporting RFPs, mentoring designers and partnering closely with product, engineering, QA and senior leadership.

Combines hands-on Figma craft with technical fluency across SwiftUI, React, Next.js, WebGL, Three.js, AI prototyping, RAG, computer vision, AR and spatial computing, helping teams move from ambiguous ideas to production-ready experiences used by millions of customers.

Core Skills

- Product design and UX: Product strategy, UX design, UI design, UX/UI design, interaction design, information architecture, journey mapping, service design, user-centred design, user research, usability testing, wireframing, prototyping, UX writing and visual design.
- Leadership and delivery: Lead UI/UX, senior product design, design leadership, stakeholder management, client workshops, discovery, agile delivery, design critiques, mentoring, recruitment, product quality, cross-functional collaboration and senior stakeholder communication.
- Design systems and accessibility: Figma, design systems, component libraries, design standards, guidelines, accessibility, inclusive design, WCAG, AA and AAA accessibility, responsive design and production handover.
- Financial services and enterprise: Digital banking, corporate banking, payments, wealth management, KYC, onboarding, insurance, compliance, trade surveillance, fintech, crypto, self-custody wallets, CRM and enterprise product design.
- Creative technology: Creative technologist, AI prototyping, LLMs, RAG, OpenAI, Anthropic, computer vision, machine learning, SwiftUI, iOS, React, Next.js, TypeScript, WebGL, Three.js, GSAP, ARKit, RealityKit, LiDAR, 3D SLAM and spatial computing.
- Tools: Figma, FigJam, Jira, Linear, Confluence, Webflow, After Effects, Remotion, Cinema 4D, Python, FastAPI, Go, PostgreSQL, Prisma, Tailwind, Firebase and Git.

Professional Experience

Christie's | Creative Technologist | 2025-Present

- Lead creative technology and product design work across immersive digital experiences, auction microsites, internal tools, 3D/WebGL storytelling, iOS/AR prototypes and multilingual audio experiences.
- Designed and built campaign microsites for Jim Irsay, De Beers, Brancusi and Pollock using React, Vite, Next.js, GSAP, Three.js, Mapbox, Tailwind and custom media pipelines.
- Created an immersive Brancusi 3D environment with Three.js, GLB/FBX assets, PBR materials, HDR lighting, atmospheric fog, ambient sound, multilingual narration and transcripts.
- Built internal design and data tooling including a Figma data plugin, auction-data scraper/API and AI-assisted design platform for Figma-to-Vite generation.
- Prototyped spatial capture workflows with SwiftUI, ARKit, Metal, LiDAR, Gaussian splats and remote GPU processing, bridging product design, creative engineering and spatial computing.

Raycash | Lead Product Designer | 2025-2026

- Led product design for a privacy-focused fintech and self-custodial money app combining stablecoin wallets with banking-style features including cards, IBANs, bill payments, transfers and yield.
- Designed end-to-end mobile UX across onboarding, home, account details, add money, send, activity, cards, settings, support and account-management journeys.
- Translated complex crypto and financial infrastructure into clear everyday banking-style experiences, balancing trust, usability, security and product clarity.
- Built high-fidelity prototypes with motion, interaction design, Swift, React Native and Metal shader experiments, partnering closely with product and engineering.
- Bridged design, product and engineering across mobile, web, smart contracts, API clients and design-system packages.

Fanfinity | Head of Product | 2024-2026

- Led product strategy and design for a Saudi football fan-engagement platform spanning iOS, Android, web, CRM, club websites, memberships, rewards, fantasy games, live scores, community features and match-day experiences.
- Recruited and coordinated a multidisciplinary product, design, engineering and QA team, aligning delivery with product reliability, scalability and business objectives.
- Built SwiftUI iOS experiences for onboarding, SMS authentication, favourite-team personalisation, fixtures, fantasy football, challenges, community, store flows, notifications and Live Activities.
- Worked on Android product delivery using Kotlin, Jetpack Compose, Hilt, Retrofit, Firebase Messaging, DataStore, Coil and ExoPlayer.
- Built white-label club website and CMS products using Next.js, React, TypeScript, Tailwind, Fastify, Prisma and PostgreSQL.
- Prototyped StadiumOS computer vision workflows using FastAPI, React, YOLO, OpenCV, WebSockets and live camera feeds for occupancy, line crossing and crowd-flow analytics.

HCL Technologies | Lead UI/UX Designer | 2020-2025

- Led UX, product strategy, stakeholder management and AI prototyping across enterprise accounts including Credit Suisse, Anglo American, Munich Re, Volvo/UD Trucks, Avaloq, Euroclear, NatWest and Deutsche Bank.
- Supported discovery, client pitches, RFPs and senior stakeholder workshops, translating business requirements into product concepts, user journeys, prototypes and delivery artefacts.
- Built HCL AI Canvas, an enterprise AI product that turns documents, research and stakeholder input into business canvases, BRDs, PRDs and delivery-ready documentation.
- Implemented AI-assisted generation with OpenAI, Anthropic, Tavily, document parsing, OCR, citations, confidence scoring and RAG-backed source evidence.
- Created Jira, Confluence, PDF and DOCX export workflows, real-time Hocuspocus/Yjs collaboration, backend services and Dockerised demos.

Portals.fi | UI/UX Designer | 2023-2025

- Worked on DeFi explorer and swap flows for liquidity providers, improving discovery, routing clarity, transaction confidence and on-chain user experience.

Delphi Labs | UI/UX Designer | 2022-2025

- Led end-to-end product design for Mars Protocol features spanning leveraged yield, perps, spot and margin trading, lending and managed vaults.
- Designed cross-collateralised Credit Account experiences that balanced capital efficiency, risk controls, information architecture and fast on-chain UX.
- Partnered daily with protocol engineers and risk researchers, contributing to documentation structure, UI components, user flows and product validation with power users.

Deutsche Bank | UI/UX Designer | 2024

- Designed an AI-supported trade surveillance experience, helping compliance teams review alerts, investigate signals, understand model-driven recommendations and work through regulated enterprise workflows.

SoundCloud | UI/UX Designer | 2022-2023

- Worked on monetisation strategy and a social-posting experience for creators, balancing publishing flows, creator tooling, commercial objectives and platform UX.

NatWest | UI/UX Designer | 2022-2023

- Refined UX for the NatWest Lombard insurance product, improving clarity across quote, eligibility, application and customer/broker journeys in a financial services environment.

Territory Studio | UI/UX Designer | 2022

- Developed UX/UI for metaverse and immersive retail projects involving Pokemon and Selfridges IP, combining interaction design, spatial product thinking and brand experience.

bp | UI/UX Designer | 2021-2022

- Worked on authentication flows for bp products integrated with Salesforce and supported Click and Collect experiences in the bpMe app.

Boubyan Bank | UI/UX Designer | 2020-2021

- Designed core UX for Nomo, a digital banking product, taking the experience from early discovery through beta launch readiness.
- Designed onboarding and multi-market KYC journeys for the UAE, Kuwait, the UK and Saudi Arabia, balancing conversion, trust and compliance requirements.
- Produced web design, Webflow prototypes and Cinema 4D brand assets for product validation, stakeholder review and product storytelling.

Credit Suisse | Lead Product Designer | 2020

- Led product design on Credit Suisse's Wealth Platform, focusing on design-system foundations, Backbase component alignment, implementation quality and wealth-management journeys.
- Created a scalable design system for the design team and ran visual QA across front-end implementation, coordinating testers, designers, developers and business stakeholders.

HSBC | UI/UX Designer | 2018-2020

- Designed, prototyped and tested future mobile banking concepts for HSBC, exploring how customer data could improve financial health, payments and everyday money management.
- Designed faster payment journeys for international and domestic payments and beneficiary creation, scalable across 20+ markets with differing regulatory requirements.
- Led UI/UX/IxD for HSBC Global Money, a multi-currency wallet enabling instant cross-border payments, fee-free transfers and competitive FX rates across up to 28 currencies.
- Designed HSBC's mobile account details and Move Money screens for global rollout, collaborating with 20-30 designers across seven countries and multiple developer pods.
- Specified production assets, API error states, unhappy paths and edge-case behaviours, designing to AA and AAA accessibility standards with digital governance teams.

BlockEx | UI/UX Designer | 2020

- Designed UI/UX from scratch for a crypto trading platform supporting 20+ crypto pairs, bonds and ICO workflows.
- Worked directly with stakeholders to define platform structure, trading flows, design system foundations and launch-ready user journeys.

Mercari | UI/UX Designer | 2018

- Designed a new marketplace application across Android and iOS, covering discovery, listing, buying, selling, onboarding, conversational onboarding and high-fidelity prototyping.
- Built platform-specific design systems, designed motion and interaction details, led user-testing workshops and analysed behavioural data using Looker.

Aviva | UI/UX Designer | 2017

- Worked on design-system improvements for Aviva's corporate portal and designed customer insurance-claims flows focused on clarity, reassurance and task completion.

Bwin | UI/UX Designer | 2017

- Completed the redesign of the PartyPoker client and game experience, used by more than 1.5 million players annually, and built motion concepts in After Effects.

M&S Innovation Labs | UI/UX Designer | 2017

- Led UI/UX for innovation services and products emerging from M&S Labs, covering stealth product concepts, internal platforms and new customer propositions.
- Designed grocery delivery, stylist tooling, machine-learning recommendation concepts, RFID smart retail ideas and nutrition advice propositions.

Orange | UI/UX Designer | 2017

- Led UI and UX for Orange Biometric Authentication and Orange Phone Advisor, a global device portfolio tracking and advice tool used across 20+ countries.

William Hill | UI/UX Designer | 2016

- Drove UX and UI across William Hill's international betting and gaming platforms, serving 10m+ customers.
- Produced user journeys, information architecture, interaction design and visual designs informed by user testing, focus groups, system usability scoring, analytics and competitor SUS analysis.

UICentric | UI/UX Designer | 2015-2016

- Worked on cross-platform UX across Xbox, Oculus Rift, iPad, desktop and large informational displays for clients including Just Eat, UEFA, Jaguar Land Rover, BBC, PHIN and Foxtons.
- Designed an analytics centre for UEFA television streams and enterprise iPad communication functionality for match officials during Champions League and Europa League games.

MoneySuperMarket | UI/UX Designer | 2015

- Supported UI/UX improvements for customer-facing comparison journeys, focusing on clarity, responsive layouts and conversion-oriented flows.

UICentric | UI/UX Designer | 2014-2015

- Supported cross-platform UI/UX work across mobile, tablet, web and connected-screen client projects.

iwoca | UI Designer and Digital Marketing | 2014

- Supported UI design, website iteration and digital marketing activity for a fintech lending product.

NHS | Intern | 2013

- Completed early digital product and service-design work in a healthcare setting, supporting research, interface design and delivery documentation.