

Akash Solanki

Product Design Engineer, AI

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Designer who ships production code. I build the agents, checks and workflows that let a design team ship faster: agents interrogate the plan, attack the build and pixel-diff screens, and CI enforces the design system. 7+ years designing enterprise SaaS and AI products at Viven, Observe.AI and Bureau.

AI TOOLING AND OPEN SOURCE

- **Kamply** (kamplyapp.com): Mac app where a crew of AI agents makes a brand's posts, reels and decks. Hook gates (contrast, layout, cliché, slop) block off-brand work, and a person approves every stop; nothing publishes itself. 112 architecture decision records, 105 engine tools; it ships as a GitHub template; 2 brand repos built from it have pulled 18 engine updates.
- **figmaspecs.dev**: open-source Figma plugin that turns frames into specs for engineers and a compact handoff file for coding agents. 3k+ users.
- **Design prototype starter**: a Next.js boilerplate for design prototypes. Every screen state opens from a URL (64 per screen), 11 ESLint rules block off-system colors and sizes, and 25 agent skills and commands ship with it.
- **swarm-brake**: open-source Claude Code and Codex hook plugin. Heavy agent jobs (renders, builds, headless Chrome) wait when RAM or CPU runs low, so parallel agents stop freezing the machine.
- **AI Designer Playbook**: a 25-page field guide to designing AI products, written and published.
- **Daily practice**: ~18B Claude Code tokens in 41 days, 1,931 subagent runs; 2,100+ commits in the last 12 months, plus 916 on Viven's work account; 10 of my 12 repos ship with agent instructions (CLAUDE.md or AGENTS.md).

EXPERIENCE

Founding Design Engineer · Viven.ai

Jan 2026 – Present

Viven builds AI digital twins of employees. First designer; I design the product and ship its front end.

- **Built the agentic design workflow I ship with**: 4 custom AI agents, 2 CI gates and a copy skill for product and marketing work that check my work the way a team would. They interrogate the plan, argue the other side, try to break the build and pixel-diff screens against reference.
- **Features estimated in weeks ship in days**. Handoff is a live preview where every screen state opens from a URL, so engineers verify instead of guessing. CI enforces the design system and catches design bugs before human review.
- Designed every surface from zero across enterprise and self-serve, from research to production code.
- Designed the UX for AI's hard moments: chat, streaming, sources, refusals, confidence and privacy, with every failure state shipped.

Senior Product Designer · Observe.AI (Series C)

Oct 2023 – Dec 2025

- **Built and scaled the NAZCA design system** (tokens, core components, layouts, usage rules): 40% more reuse of common patterns, 25% fewer UI bugs per release; qualified for the Forrester Wave. Built internal **Figma plugins** and design docs that saved the design and PM team around 5 hours a week.
- **Designed human vs AI calibration** in AI Studio: enrichment flows for call classification, refresh and versioning, where reviewers check model judgments against their own. Enrichment setup completion rose 30% and the share of auto-tagged calls in production rose 25%.
- **Led UX and growth for AskObserve, an AI analytics copilot** (query, filters, history, evidence, notifications): time to first insight cut by 90%, weekly active users up 30%, weekly queries per active user up 25%.
- **Led design of the Insights platform** for contact centers across many personas: AHT, FCR, contact reasons, workflow paths and root cause views for 10+ enterprise customers including SoFi, DoorDash and Asurion.
- Drove the persona-based homepage and localization, adding 10% new pipeline and launching in non-English regions.

Product Designer · Bureau, Inc. (Series A)

Apr 2022 – Sep 2023

- First designer at an identity decisioning platform (KYC, fraud and risk checks). Designed B2B and enterprise products for India, US and global markets, including the no-code workflow builder customers use to set up verification checks. Worked with engineering, product, marketing and sales; product-led growth helped grow MRR by \$100k.

Senior Product Designer · Flash Tech Co.

Mar 2021 – Mar 2022

- Built and led 2 teams (3 designers, 7 developers, analysts) and launched 4 products: INAAM, Nesto Shop, Wigme and Peoppl, serving 10M+ customers across the UAE, India and the Middle East.

Earlier

- **UI/UX Designer**, ProCreator Design Agency · Dec 2020 – Feb 2021
- **UI/UX Designer**, IIT-Bangalore · Jul 2019 – Nov 2020: research and design for government projects with Karnataka and Jharkhand, including Karnataka Mental Health (e-Manas) and the COVID-19 Jharkhand Migrants Portal.
- **Web Designer**, ColourDrive, Bengaluru · May – Jul 2018

SKILLS

AI tooling	Claude Code, Codex, custom agents and subagents, skills, hooks, MCP, evals and quality gates
Design systems	Tokens, components, usage rules, audits, accessibility; Figma super user, plugin developer
Design	Problem framing, user research, usability testing, prototyping in code
Code	TypeScript, React, Next.js, Vue.js, Node.js, Python, HTML/CSS, Remotion, Electron, shell
Analytics	Mixpanel, PostHog, Google Analytics, UserPilot

EDUCATION

Poornima College of Engineering, Jaipur · 2015 – 2019
Electronics and Communication Engineering

COMMUNITY AND INTERESTS

Run Fizday.com, a 1,500+ designer community; mentor designers; LinkedIn Creator Accelerator Program 2022. Weight lifting, minimalism, open source.