

Nishka Jiandani

Portfolio: <https://www.nishkajiandani.com>

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San Francisco, CA

I'm a product designer specializing in design systems, interaction models and end-to-end workflows across enterprise and consumer environments. I've built reusable component libraries, designed experiences for data intensive enterprise applications, and crafted fully baked consumer facing digital products. I work closely with product and engineering to turn complex technical flows into simple, usable and delightful experiences that just work.

Product Designer, Cisco Systems - Splunk

Sept '24 – Present

- Own ~70 core Figma components, powering 350+ repos across 95% of product teams
- Maintain & scale Splunk's design system for 80+ designers across all product groups
- Define scalable interaction models and system-wide patterns adopted across multi-product workflows
- Partner directly with engineering to translate backend logic into clear, feasible UI flows, balancing ideal vs. practical constraints for faster, high-quality delivery
- Lead discovery and alignment sessions with Product and Engineering to refine requirements, resolve pattern conflicts, and define system-wide UX behavior across the product ecosystem
- Lead mixed-methods research (usability tests, card sorting, interviews) to identify usability gaps, validate component interaction models, and guide iterative improvements across the UI library
- Built AI Copilot Writer, automating component documentation and saving the team 30+ hrs/week while improving clarity and consistency
- Built an AI powered Accessibility Annotator that auto-generates accessibility (A11y) annotations by analyzing design layers, slashing 2-4 hrs/project by embedding A11y best practices directly into the design workflow

Product Designer, Cisco Systems - AppDynamics

Jul – Sept '24

- Designed highly adopted UI components (Table, Step Bar) for the Cisco UI Component Library
- Developed a UX research pipeline for investigating design pattern inconsistencies and standardizing high-touch flows across a suite of observability and monitoring tools

User Experience Design Intern, Teradata, Inc.

May – Dec '23

- Aligned the design system with MUI 3 guidelines to improve inclusivity, consistency, and design adoption
- Developed responsive web components using the Lit framework in close collaboration with UI engineers
- Designed onboarding and e-learning experiences, leveraging motion design using After Effects
- Conducted A/B testing, surveys, and feedback synthesis to improve design strategy and product usability

Lead User Experience Designer, Plane Crazy

Jan '21 – Aug '22

- Led end-to-end design for a styling recommendation app (mobile) serving 25,000+ monthly users
- Designed an inclusive onboarding flow for body, fit, and style preferences, enabling curated recommendations
- Built design systems and Figma component libraries for multiple clients in partnership with brand/marketing teams

Tools

Figma, Figma Make, Adobe Illustrator, Adobe Photoshop, Adobe InDesign, Adobe After Effects, Miro, FigJam

Design methods

Design thinking, Visual design, Branding, Wireframing, User flows, Task flows, Journey mapping, IA, Interaction design, Storyboarding

Research methods

Usability tests, Surveys, A/B tests, Comparative study, Card sorting, User personas, Literature review, Heuristic evaluation, interviews

Education

San Jose State University — Masters Of Science In Human Factors & Ergonomics

Aug '22 - May '24

School Of The Art Institute Of Chicago — Bachelors Of Fine Art, Fashion Design, Merit Scholar

Aug '16 - May '20