



Harish V

Senior UX & Product Design Leader | 15+ yrs in Enterprise SaaS, Networking & Cybersecurity | Driving Scalable Design Systems & Platform Experiences



🌐 <https://www.vharish.com>

✉ harishreddyv4@gmail.com

📞 +91 9632190535

Professional Summary

Strategic UX leader in building scalable design systems and human-centered experiences for enterprise networking and security platforms. Expert in translating complexity into clarity through research-driven design, accessibility, and cross-functional collaboration.

Work Experience Highlights

Spearheaded the end-to-end design system for Nile Portal and CMP, standardizing components across teams—accelerating design-to-dev handoffs by 40% and reducing UI inconsistency by 60% across modules.

UX Strategy • Enterprise SaaS Design • Design Systems • Interaction Design • Accessibility
• User Research • Leadership & Mentorship • Prototyping & Testing • HTML / CSS

Certifications

Coursera

- Foundations of User Experience (UX) Design
- Start the UX Design Process: Empathize, Define, and Ideate
- Build Wireframes and Low-Fidelity Proto types
- Conduct UX Research and Test Early Concepts
- Create High-Fidelity Designs and Prototypes in Figma

Interaction Design Foundation

- Human-Computer Interaction - HCI
- User Experience: The Beginner's Guide
- Mobile User Experience (UX) Design

Skills

- ↳ Enterprise UX Design & Product Design
- ↳ Wireframes, Prototypes & User Flows
- ↳ UX Research, Personas & Usability Testing
- ↳ Design Systems & Interaction Design
- ↳ **Tools:** Figma, Adobe XD, Sketch, Photoshop, Illustrator
- ↳ **Frontend:** HTML, CSS, JavaScript (Novice)

Education

Masters in UX Design

BARCELONA UNIVERSITY

Bachelor's Degree / Commerce

BANGALORE UNIVERSITY

Work Experience

NILE SECURE / Lead UX Designer

May 2024 – Present | Bengaluru, India

Leading the end-to-end UX strategy for Nile Secure's enterprise networking and security platform — including Nile Portal, Customer Management Portal (CMP), and mobile experiences.

- Defined and executed the UX vision for Nile Portal and CMP, driving design consistency and platform-wide scalability across multiple modules.
- Built and scaled Nile's Design System from the ground up — improving cross-team efficiency, ensuring brand consistency, and reducing design-to-dev handoff issues by 40%.
- Partnered closely with Product and Engineering to deliver customer-centric workflows that enhanced onboarding experience and user adoption.
- Advocated Accessibility and Inclusivity (WCAG 2.1 AA) to ensure compliance and usability for global enterprise users.
- Conducted stakeholder reviews and design presentations that aligned UX vision with business objectives, influencing product roadmaps and leadership decisions.

Key Achievements

- Unified UI/UX patterns across 4 major products within 6 months, reducing design redundancy by 60%.
- Improved task completion rates by 28% based on iterative usability tests for key workflows.
- Established component library governance to streamline designer-developer collaboration and reduce rework.

FORTINET TECHNOLOGIES / Staff UX Designer

Oct 2015 – May 2024 | Bengaluru, India

Led UX across multiple enterprise cybersecurity products within Fortinet's global ecosystem, focusing on scalability, accessibility, and consistency across distributed teams.

- Owned UX for enterprise-grade products like FortiPhish, FortiRecon, FortiPresence, FortiAiOPS, DevSecOps, FortiLAN Cloud, and PenTest — delivering intuitive workflows for complex security operations.
- Designed platform-level experiences that improved incident monitoring, threat visibility, and security analytics usability for enterprise admins.
- Built and evangelized Fortinet's Design System, creating reusable UI patterns that scaled across global product lines and accelerated development timelines.
- Partnered with cross-functional teams across time zones to translate business and technical requirements into cohesive design solutions.
- Mentored and coached junior designers, establishing a strong UX review culture and promoting consistent design quality across distributed teams.
- Conducted research, journey mapping, and heuristic evaluations to enhance usability and reduce user friction across complex security interfaces.

Key Achievements

- Increased usability test success rates by 35% and reduced onboarding time for admins by 25%.
- Unified UI patterns across 10+ enterprise products, cutting redundant design work by 50%.
- Recognized for creating a Design Consistency Framework adopted by multiple internal UX teams.

PRIME FOCUS TECHNOLOGIES / UI Designer

Mar 2013 – Oct 2015 | Bengaluru, India

Designed and implemented mobile and web experiences for internal and consumer-facing products in the media & entertainment domain.

- Handled mobile application design for both iOS and Android platforms, including research, prototyping, and visual design.
- Collaborated with product managers and developers to deliver intuitive interfaces for internal tools and client apps.
- Researched new UI trends and contributed to enhancing product usability and consistency across screens.

Key Achievements

- Delivered StarSports mobile redesign that improved content discoverability and engagement metrics.
- Simplified internal tool navigation through user-tested wireframes and responsive layouts.

NUMADS TECHNOLOGIES / UI Designer

Jan 2011 – Mar 2013 | Bengaluru, India

Responsible for responsive web and mobile design solutions for clients across media and technology sectors.

- Designed and developed responsive web templates, iconography, and prototypes.
- Collaborated with PMs and developers to convert wireframes into pixel-perfect UI for mobile apps.
- Created high-fidelity visuals for iOS products and HTML/CSS-based web templates.

Key Projects: • Gayvox (iPad & iPhone) • Henessy (iOS) • Various responsive client templates (HTML + CSS)

GLOMANTRA eSERVICES PVT. LTD / UI Designer

Sep 2008 – Jan 2011 | Bengaluru, India

Contributed to the design of mobile apps and icon systems for early iOS platforms.

- Designed iconography, wireframes, and prototypes for iOS applications.
- Worked on MyBantu, a mobile social networking assistant app — focused on interaction and ease of use.

Key Projects : • MyBantu (iOS)

VYOM TECHNOSOFT PVT LTD. / Graphic Designer

Aug 2007 – Sep 2008 | Bengaluru, India

Created marketing, web, and digital branding assets for technology and education clients.

- Designed web templates, landing pages, posters, and branding elements for online education platforms.
- Handled front-end HTML/CSS coding and collaborated with developers for implementation.

Key Projects

- OneStopGate • iVision • OneStopMBA