Sobika Thapa

Product Designer

Portfolio 🔗 LinkedIn in GitHub 🔾

New York, NY | +1 (330) 234-6388 | sobikajthapa@gmail.com

Product Designer with 3+ years of experience crafting AI-powered, responsive interfaces. Proficient in Figma, Framer, and React, with a strong foundation in UX strategy and front-end collaboration. Demonstrated success in enhancing user satisfaction, reducing development time, and improving accessibility compliance.

SKILLS

Technical: Figma, Framer, Photoshop, After Effects, Miro, Maze, JIRA, FigJam, Looker, Amplitude, Notion **Programming & AI:** React, HTML, CSS, JavaScript, Git, Claude, Cursor AI, v0, Bolt

A EXPERIENCE

Product Designer

Jun 2024 – Jun 2025

Fusemachines. Inc New York, NY

- Reduced user error by 5% by designing scalable UIs for an AI-powered document processing platform using Figma, which improved task accuracy.
- Cut development time by 20% by building reusable UI components in Figma and React, boosting design-todev handoff and increasing engineering team efficiency.
- Increased user satisfaction by 13% after leading usability tests via Maze, improving customer retention.

Product DesignerSep 2023 – Apr 2024Archive NepalNew York, NY

- Reduced bounce rates by 15%, prototyping responsive web pages using Framer, improving desktop and mobile usability.
- Improved **page load time** by **18%** with optimized **React components**, to optimize performance and boost visitor retention.
- Improved accessibility compliance (WCAG) by redesigning UI elements and color contrasts on Figma, making the platform more inclusive.

UX Designer Oct 2022 – May 2023

The College of Wooster

Wooster, OH

- Increased call-to-action conversion by 12% through A/B testing to refine layout and content hierarchy.
- Boosted engagement by 10% by improving page load time through asset compression and lazy loading.
- Drove a 20% rise in click-throughs by designing digital assets using Photoshop for marketing campaigns.

Human-Computer Interaction Researcher | Raspberry Pi, Electric Paint

Aug 2022 – Apr 2023

The College of Wooster

Wooster, OH

- Researched the evolution of Human-Computer Interaction and implemented the principles to design interactive appliances in a non-digital surface (canvas).
- Investigated the potential of **Electric Paint** to create appliances on a physical canvas that outputs light and sound via LEDs and speaker when the user touches certain areas on the canvas.



The College of Wooster 2019 – 2023