

Maharshi Gautam Peesapati

Senior UX Designer | AI Systems and Enterprise UX

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Product designer specialising in AI systems, knowledge graphs and enterprise workflows, designing end-to-end data systems for explainability and decision support.

CORE SKILLS

UX design: End-to-end UX, interaction design, UX research, information architecture, workflow design, usability audits, design systems
AI and data: AI systems, knowledge graphs, data modelling, human-in-the-loop design, explainability, SaaS and enterprise platforms
Prototyping and code: Figma, Figma Make, Claude Code, HTML, CSS, JavaScript, React, Astro, Three.js, GSAP, design-to-code handoff
Motion and 3D: Motion design, 2D animation, storyboarding, Blender, TVPaint

EXPERIENCE

Senior UX Designer | Minfy Technologies, Hyderabad Mar 2025 – Present

Knowledge graph platform for AI-driven exploration (Dec 2025, 2.5 months)

- I designed one way in for structured and unstructured data, with AI schema mapping and a context step before extraction, giving the graph better input at fewer tokens and lower cost.
- I designed an explorer that unifies chat, graph, filters and intent-aware breadcrumbs, helping people find insights about twice as fast with 40–50% fewer navigation steps.
- I clustered nodes by relevance and kept the path forward and back in view, significantly reducing clutter and earning the navigation praise from the client's CEO.

Satellite operations prototype (Apr 2026, 1 month)

- I gave ground-station and satellite operators their own homes and an approval flow, giving each role clear ownership of its work.
- I replaced a + on every pass with timeline and wizard booking, and put prepare, monitor and command in one pass view, keeping it light enough for the client's legacy systems.

AI-assisted media quality-control console (Aug 2026, 2 months)

- I pre-filled fields with the AI's suggestions and confidence scores, letting reviewers correct the AI in place instead of accepting each value.
- I replaced auto-allocation with shared schedule periods and documented 65 components in a portable rulebook, putting leads in control and carrying the patterns to new projects.

Disaster-relief logistics prototype (Sep 2026, 2 months)

- I turned a vague brief into one clickable flow for five roles and a public page, letting stakeholders test every step and failure before any backend existed.
- I removed stock tracking and added a 500 m pickup check that works offline, reducing warehouse acceptance to one question and keeping drivers moving without signal.

Enterprise asset management system

- I designed role-based procurement and approval workflows, and chose deterministic UI over LLM-driven state, making each step clear and the system consistent.

UX Designer | Brane Enterprises Jun 2023 – Oct 2024

- I designed a modular 3D website builder, interactive 3D visualisation systems and a knowledge graph within a natural language processing platform, enabling solution creators at Brane to embed and create interactive animations from a library.

Lead Story Artist | Maya Digital Studios 2019

- I led storyboarding as lead story artist on many of the studio's titles, planning each title's story shot by shot before animation began.

Faculty, 2D Animation | Image Creative Education 2019

- I taught and mentored students in 2D animation, preparing them to pursue careers in animation.

Transaction Risk Investigator | Amazon 2014 – 2017

- I investigated, detected and mitigated fraudulent transactions on Amazon's North American marketplace, stopping fraudulent orders before they reached customers and sellers.

EDUCATION

Master of Design (M.Des), Interaction Design, Indian Institute of Technology (IIT) Hyderabad 2021 – 2023

3D Animation and VFX, one-year course 2017 – 2018

Bachelor of Engineering (B.E.), Mechatronics, Manipal Institute of Technology 2013

ACHIEVEMENTS

- Published "Sunakanandam (A Dog's Happiness): Experimenting with Hand-drawn Animation in Cinematic Virtual Reality" in the IMOVICCON 2025 conference proceedings, Atlantis Press.