

Product Designer

2+ Years Experience

15+ Live Projects

5+ Industries

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craftbysagar.in

"I design digital products that make complex things feel simple."

WHAT I DO?

Define

- User Research
- Flows
- User Journeys
- UX

Design

- UI
- Interaction
- Visual Design
- Accessibility

Systemize

- Design Systems
- Components
- Patterns
- Design Tokens

Prototype

- High-fidelity
- After Effects
- 3D
- Interactive Prototypes

Build

- Web & App
- Webflow
- GSAP
- AI-Assisted Code

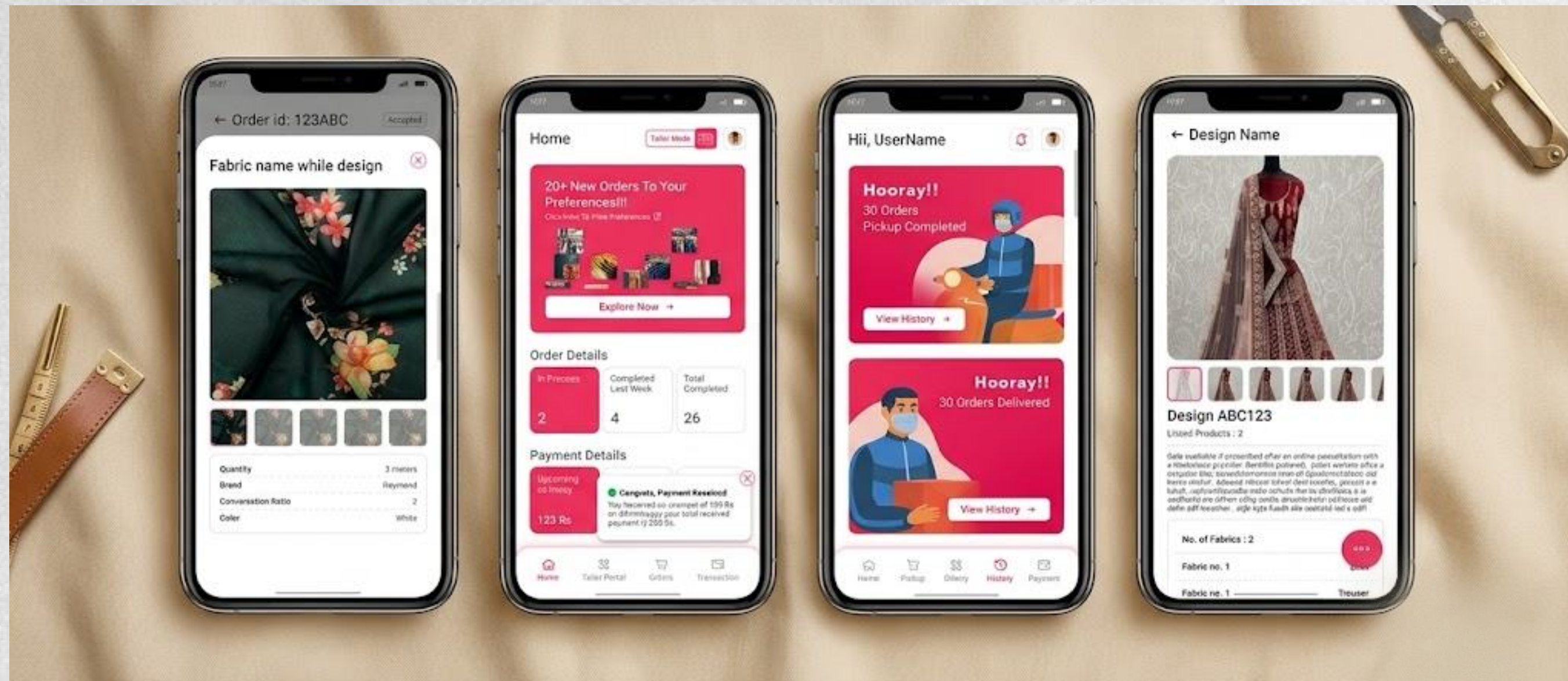
Products where I have made an impact,

001	Sarto	B2B Marketplace	Web / Mobile	2025
010	Proper Care	Healthcare Platform	Web	2025–2026
011	TaskTrack	Earnings Tracker	Mobile	2026
100	Miko	EdTech Companion	Mobile / Graphics	2024
101	Others...	Additional Work	Web / Mobile / 3D	All Time

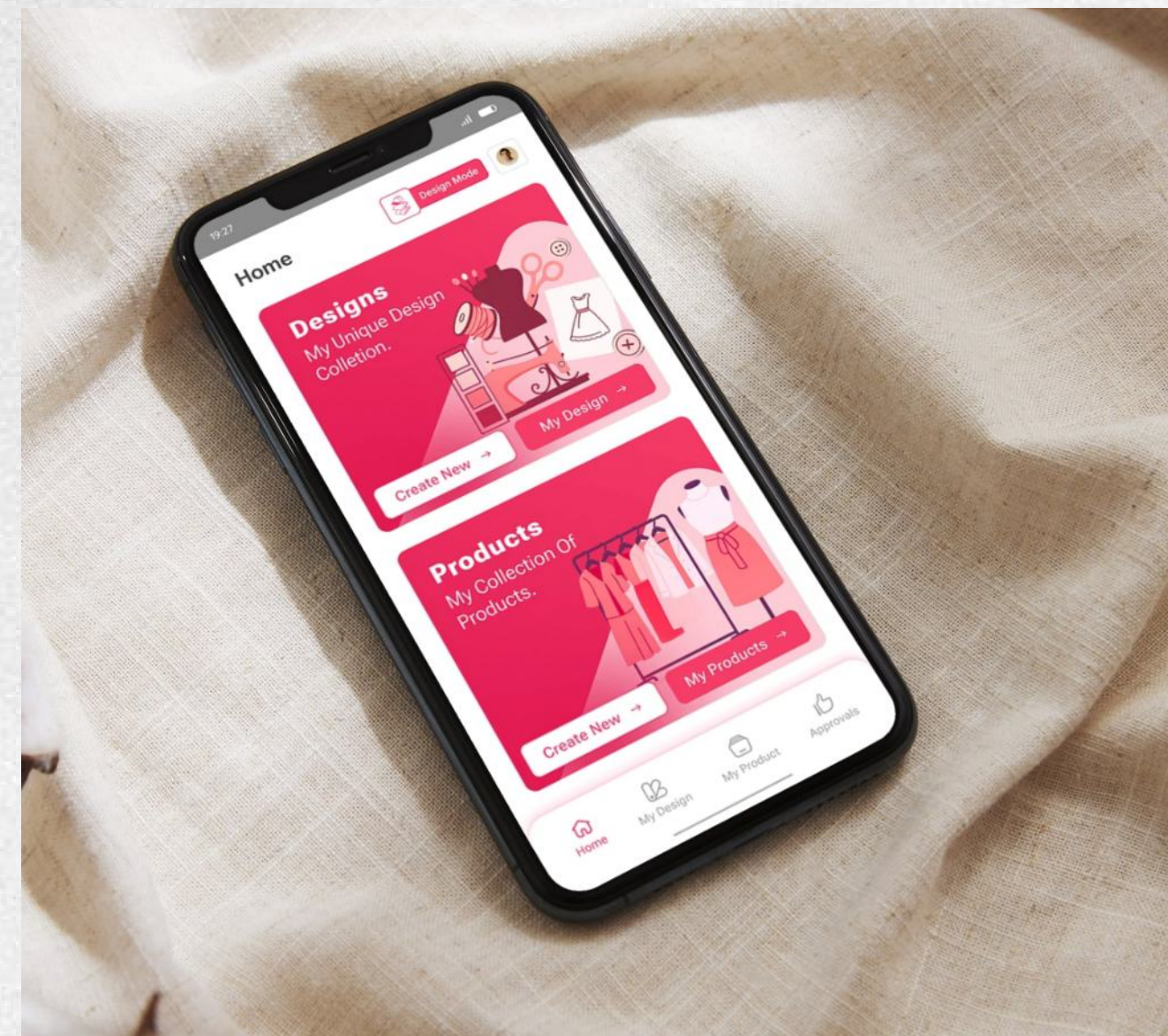
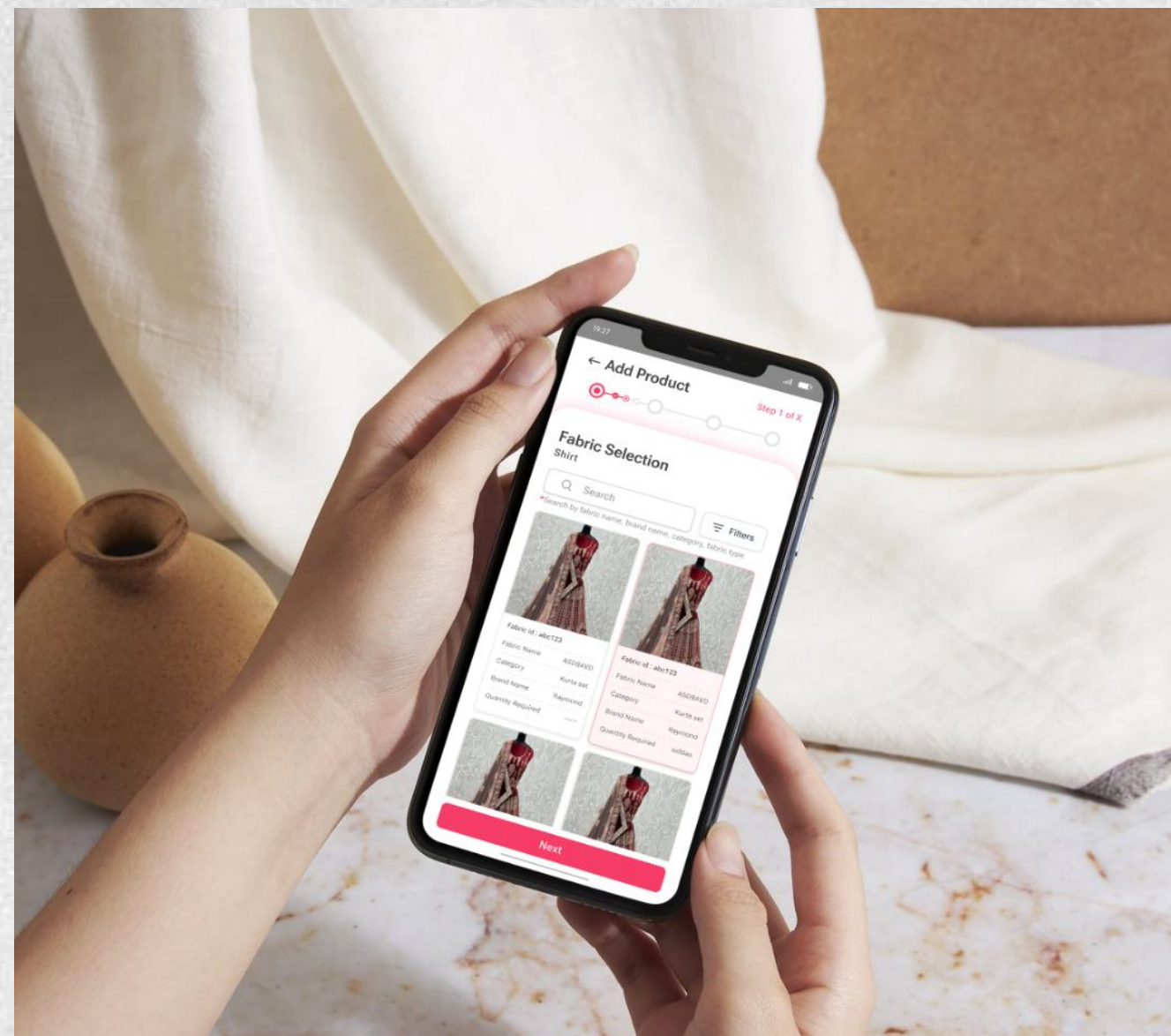
0001

A two-sided marketplace connecting fabric sellers with tailors and small fashion businesses across five distinct roles.

Sarto



A fabric-sourcing marketplace built for how tailors actually work.



Before Sarto, sourcing ran on phone calls, WhatsApp, and physical trips to wholesalers, no price comparison, no live stock visibility, no single place to search across sellers.

Role : Product Designer, end to end

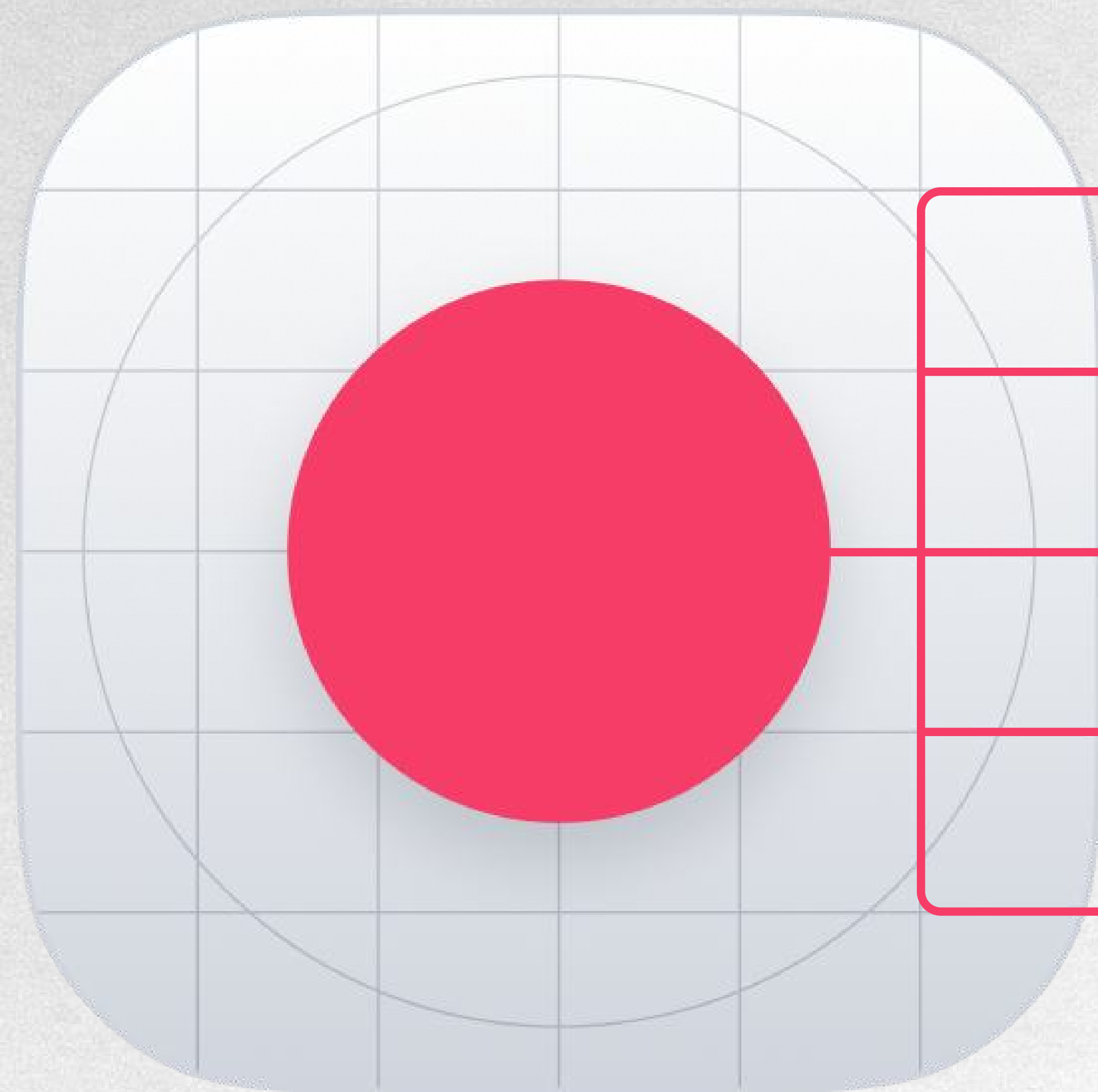
Timeline : 2025

Platform : Web & Mobile

Client : Private client,
independent engagement

I designed the complete product: a seller dashboard for inventory, orders, pricing, and channel performance, plus a mobile app for browsing designs, tracking orders, and running a storefront on the go. The defining constraint was structural, a custom garment passes through five different people before it reaches the buyer, each needing a different view of the same product.

View Figma → Case study →



Designer

Lists garments and manages the design catalog, filterable by status and audience together.

Tailor

Accepts orders from the Tailor Portal and tracks progress through one shared status vocabulary.

Fabric Manager

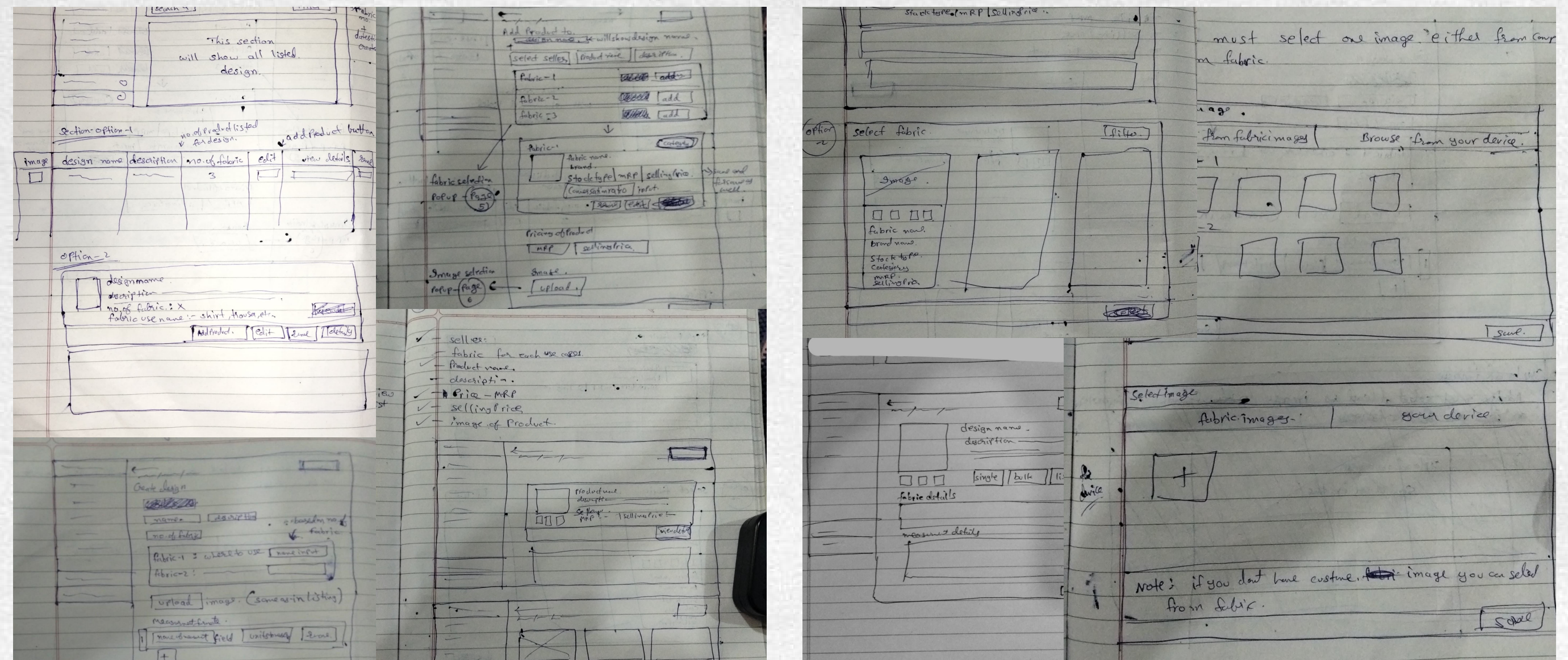
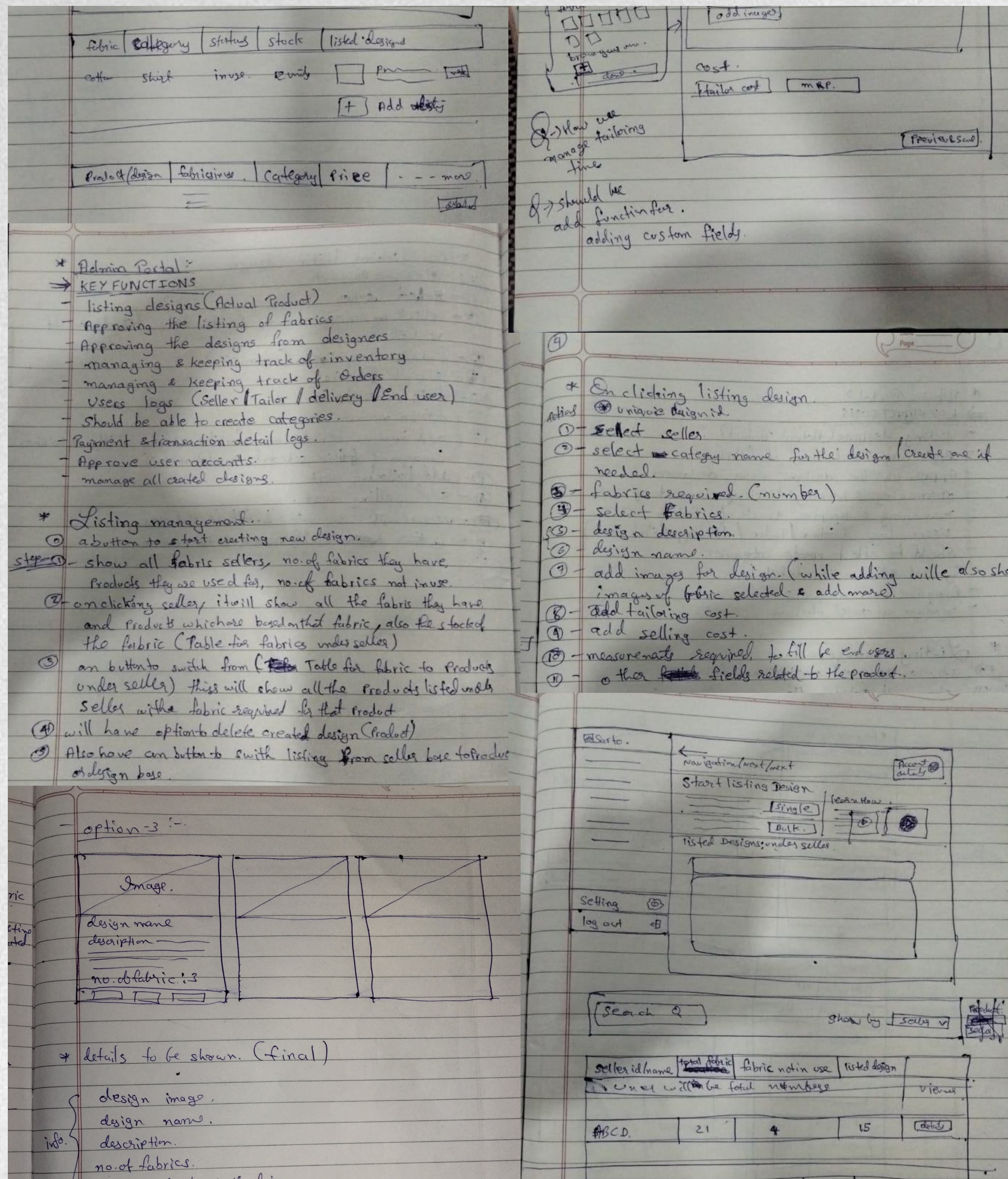
Sources and confirms fabric pickups, one big action at a time, Accept, then Received.

Delivery

Leads with distance to the customer, then confirms handoffs in the field.

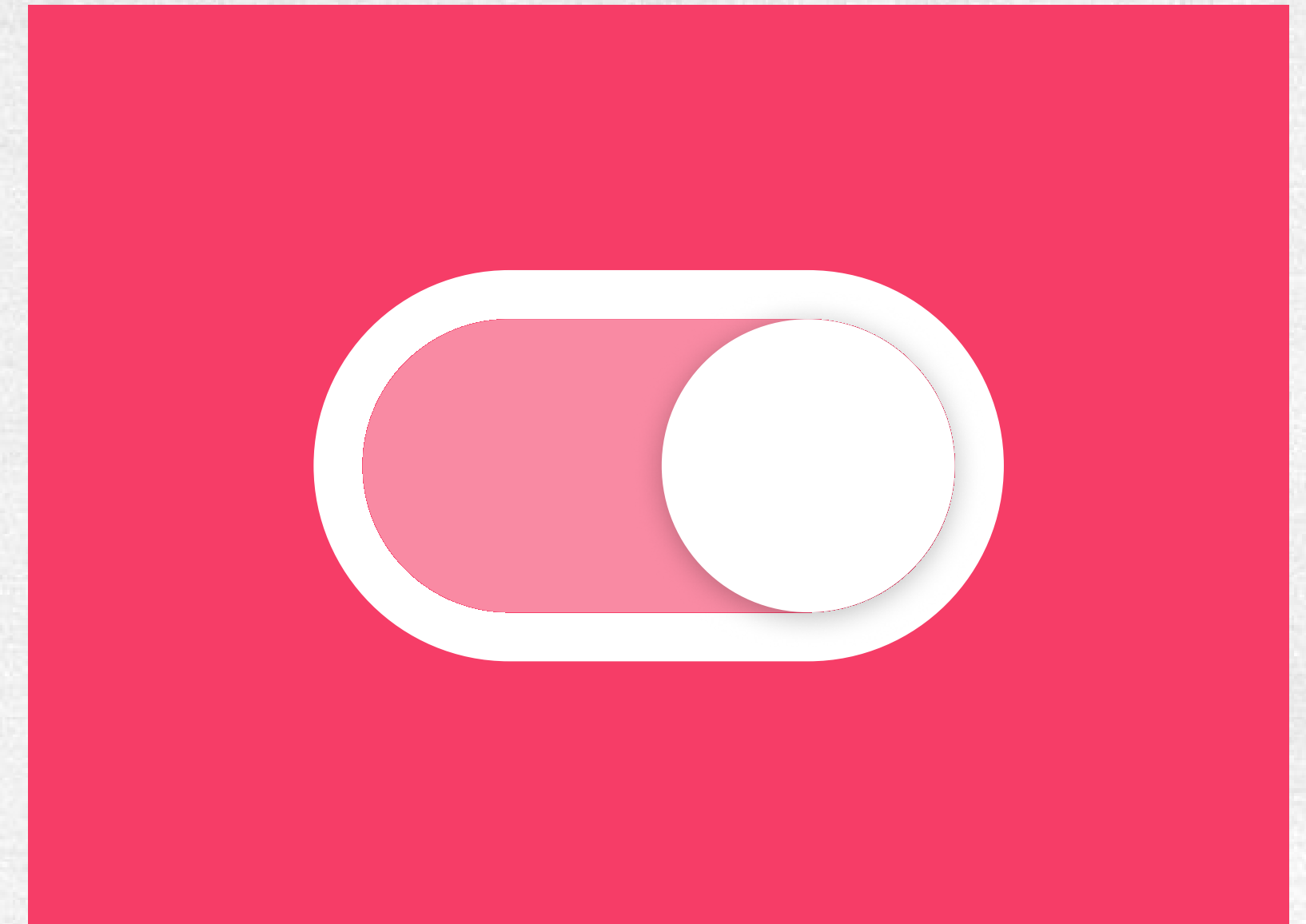
Admin

Oversees orders, stock, and channel performance from one desktop dashboard, the fifth view of the same product.



Early structure, worked out on paper before Figma. Admin functions, listing flows, and fabric-detail fields were mapped by hand first, cross-outs included, since getting the logic right mattered more than getting it clean.

Two decisions that shaped the whole product.



Designer and Tailor share one app, behind a mode switch.

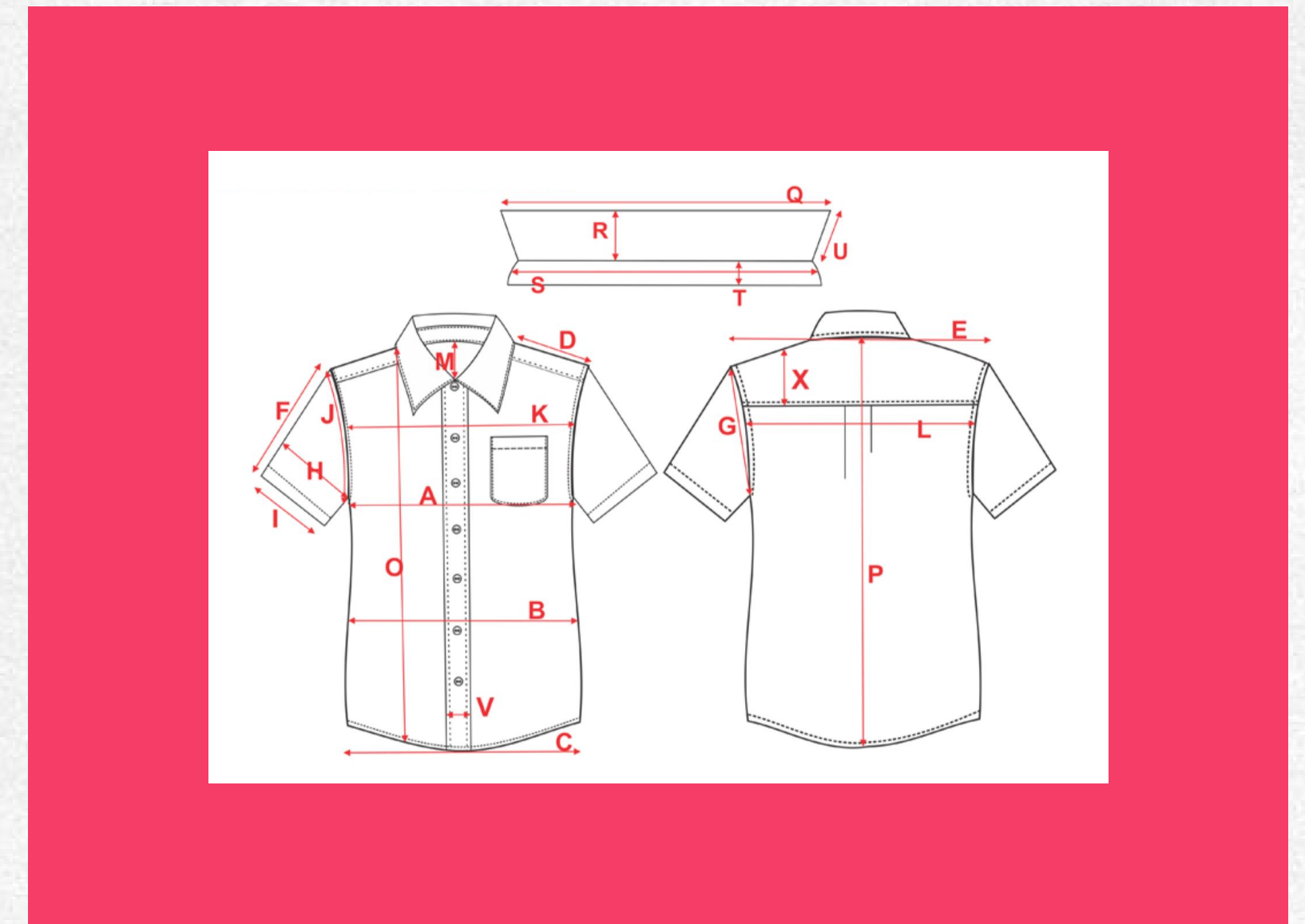
A small workshop often has one person doing both jobs. Instead of two separate apps, a single header chip flips the whole tab bar between Design Mode and Tailor Mode, one account, one login, one tap between roles.

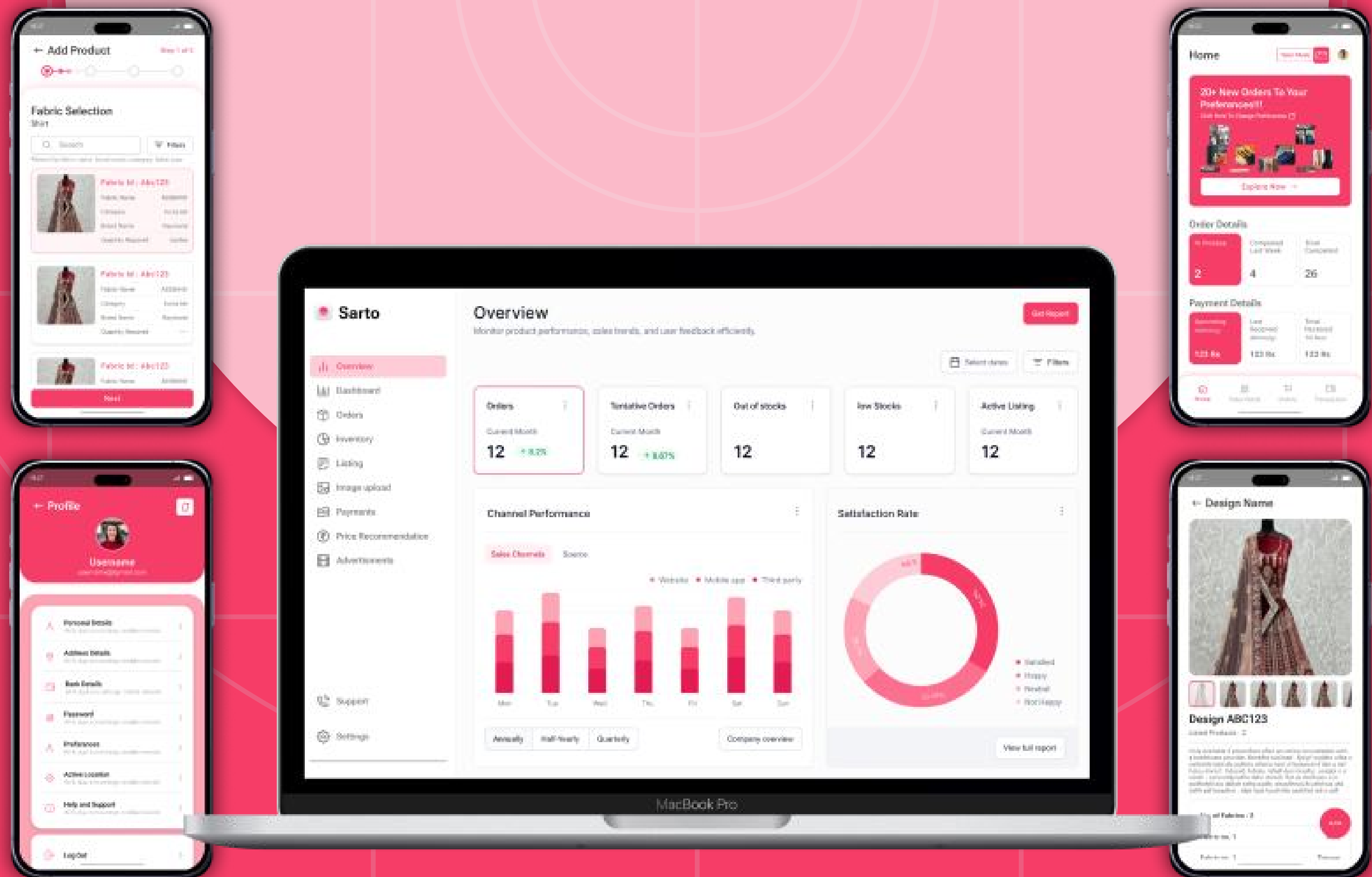
What I'd change: I never tested whether someone lands in the wrong mode and gets confused about why their screens moved. That's cheap insurance I skipped.

Fabric detail got its own full screen, not a line in a list.

Quantity, brand, conversion ratio, colour, the exact detail that used to get lost over WhatsApp, now opens as a full sheet with a swatch photo and spec table, not a compressed row.

What I'd change: that field list should have come from an actual tailor, not from me guessing at what mattered.





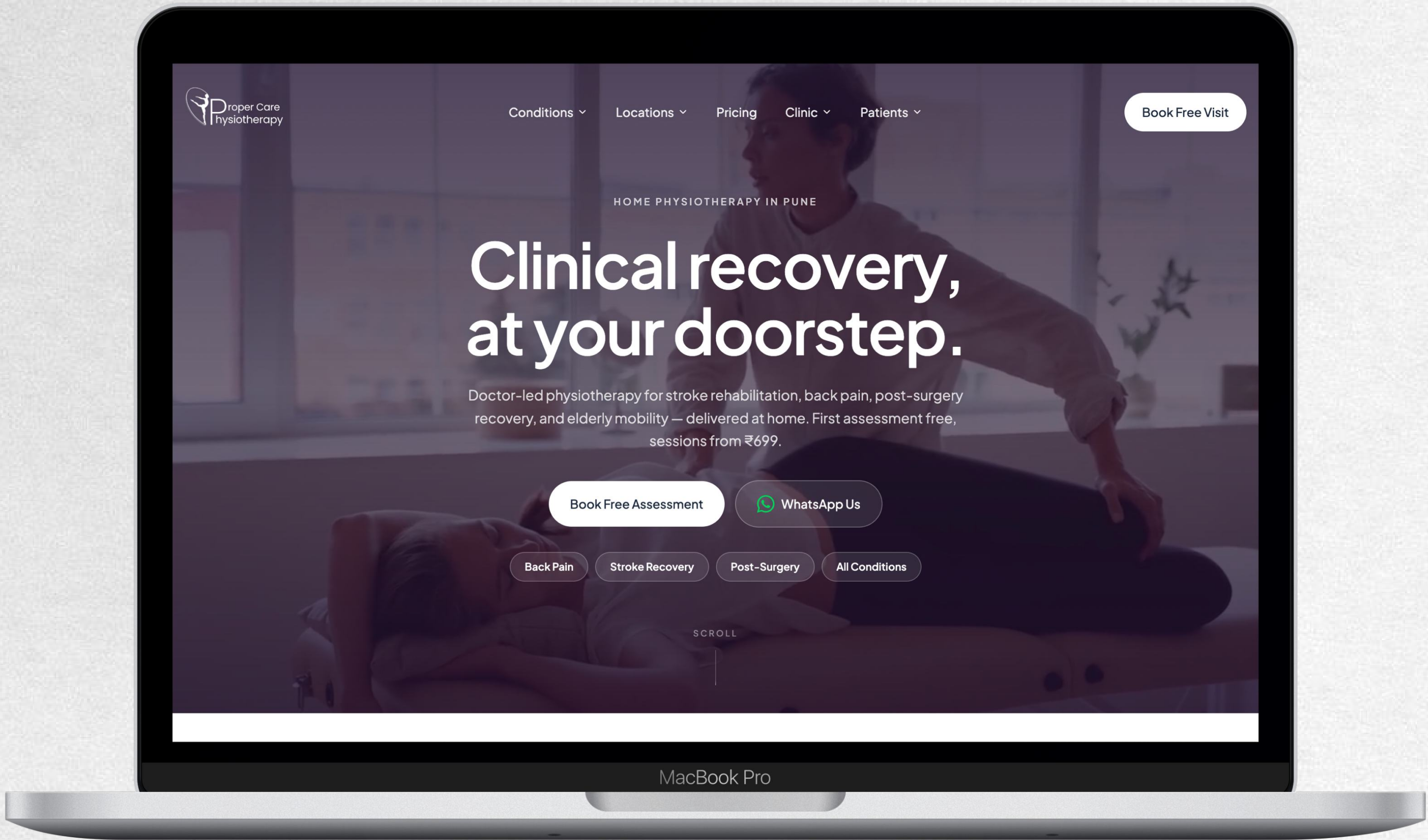
0100

A home-visit physiotherapy clinic's website
and patient portal, built around trust
before the booking form.

Proper Care

A home-visit clinic's website and patient portal.

Proper Care Physiotherapy is a home-visit clinic in Pune, clinically led by Dr. Krishna over a team of 12 physiotherapists, covering everything from stroke rehabilitation to elderly mobility, 46 distinct treatments delivered at the patient's own home. I designed the product across three surfaces: the public marketing site people find and book from, a patient portal for tracking appointments and downloading bills, and a content system of recovery-guidance articles and exercise-guide PDFs.



Role : Product Designer and Developer

Timeline : Aug 2026

Platform : Web

Client : Proper Care Physiotherapy

46 treatments, across 7 categories
12 physiotherapists, one clinical lead
23.8k search impressions in 3 months

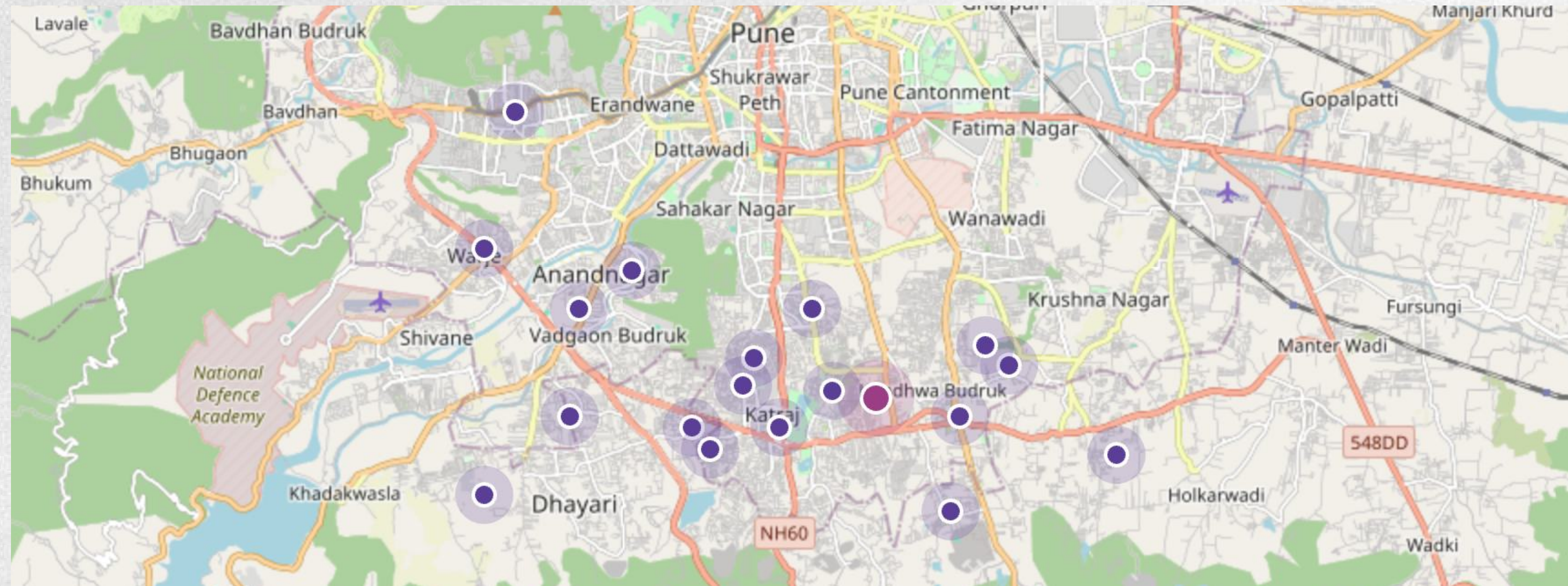
[View site →](#) [Case study →](#)

Trust has to happen before the booking form.

Most visitors are in pain, recovering from a stroke or surgery, or booking on behalf of an elderly parent, and they're being asked to trust a stranger in their home before they've met anyone.

Real breadth, reading as noise. The clinic treats 46 conditions across 16 South Pune neighbourhoods, genuine range that risked looking like an overwhelming wall of text to someone already searching in pain or under stress.

No way to check anything without calling. Appointments and billing ran entirely on phone and WhatsApp, no self-serve way to see an upcoming visit or find a bill.



Building trust into the marketing site.

Led with the team, not the solo practitioner

Reframed the homepage around Dr. Krishna as clinical lead over a 12-person team, not a solo practitioner.
Why : A visitor trusting a stranger in their home wants to know there's a real, staffed clinic behind the visit.

CLINICAL LEAD

Dr. Krishna

Lead Consultant Physiotherapist

Dr. Krishna brings years of hands-on physiotherapy experience with a strong focus on neurological and orthopedic rehabilitation, home-based recovery planning, and patient education. She works closely with patients and families to create realistic treatment plans tha...

Full practitioner profile →

THE TEAM

A team of 12 physiotherapists, led by Dr. Krishna.

Every therapist works to a plan the clinical lead sets, so care stays consistent between visits, with specialists across the conditions we treat most.

Neurological rehabilitation

Orthopedic and post-surgery

Back, neck and spine

Elderly mobility and balance

Sports and soft-tissue injury

Replaced fixed pricing with a per-condition model

Moved from four fixed session packages to "sessions from ₹699, count set by the condition."
Why : The old packages forced someone to guess their own recovery length before an assessment even happened.

START HERE

First Assessment

Free

45 MINUTES, AT HOME

Full clinical examination at the patient's home
The likely cause explained in plain language
A realistic recovery plan and what it will cost
No obligation to book any further sessions

Book Free Assessment

AFTER YOUR ASSESSMENT

A plan built around your condition

SESSIONS FROM

₹699

PER HOME VISIT

Session count set by the condition, not a fixed package
Longer courses of treatment are priced lower per visit
Up to 45 minutes per session
Final cost confirmed after the free assessment

See full pricing

Added a real review system, not curated testimonials

Built a moderated review-submission flow alongside an FAQ answering what patients actually ask before booking.
Why : A wall of quotes the clinic chose itself reads as marketing. Real names are a different, more trusted signal.

Handed off a full admin panel

Built a panel covering blog posts, conditions, service-area pages, resources, reviews, inquiries, and analytics.

Why : Local SEO is this clinic's real growth lever, and that only happens if updates don't require a developer every time.

Gave every condition and neighbourhood its own page

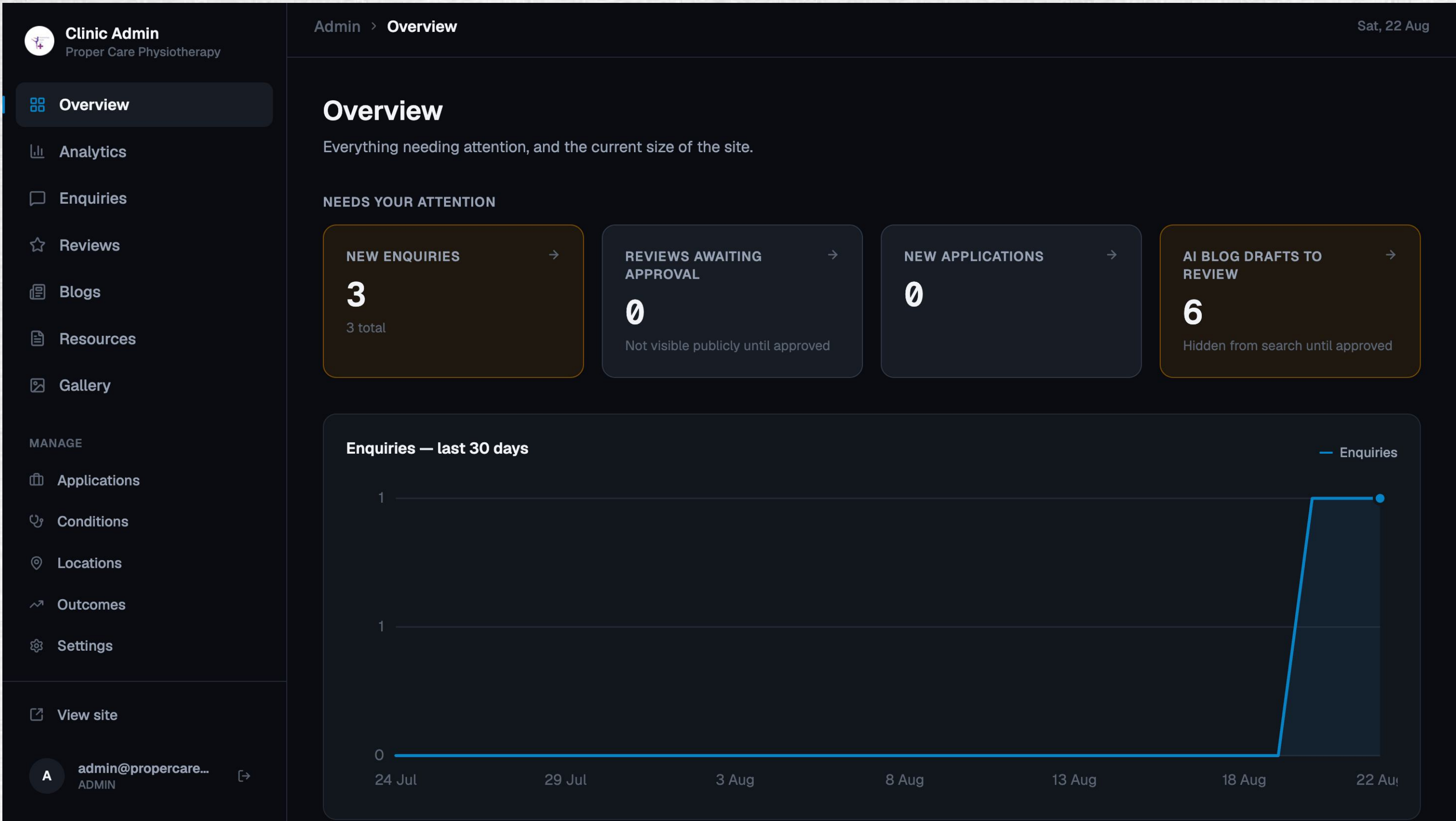
Restructured into 46 treatment pages and 16 neighbourhood pages, each with local pricing and response time.

Why : Nobody searches "physiotherapy services," they search "home physiotherapy in Katraj." This is the decision the search numbers actually reflect.

Built the portal around two tasks, not a full account system

Designed the patient portal to do exactly two things: view upcoming appointments and download a bill. No broader account dashboard, no extra features.

Why : The people using this are often not the patient directly, a family member checking on someone else's care needs the same two answers, and anything more would be friction neither of them asked for.

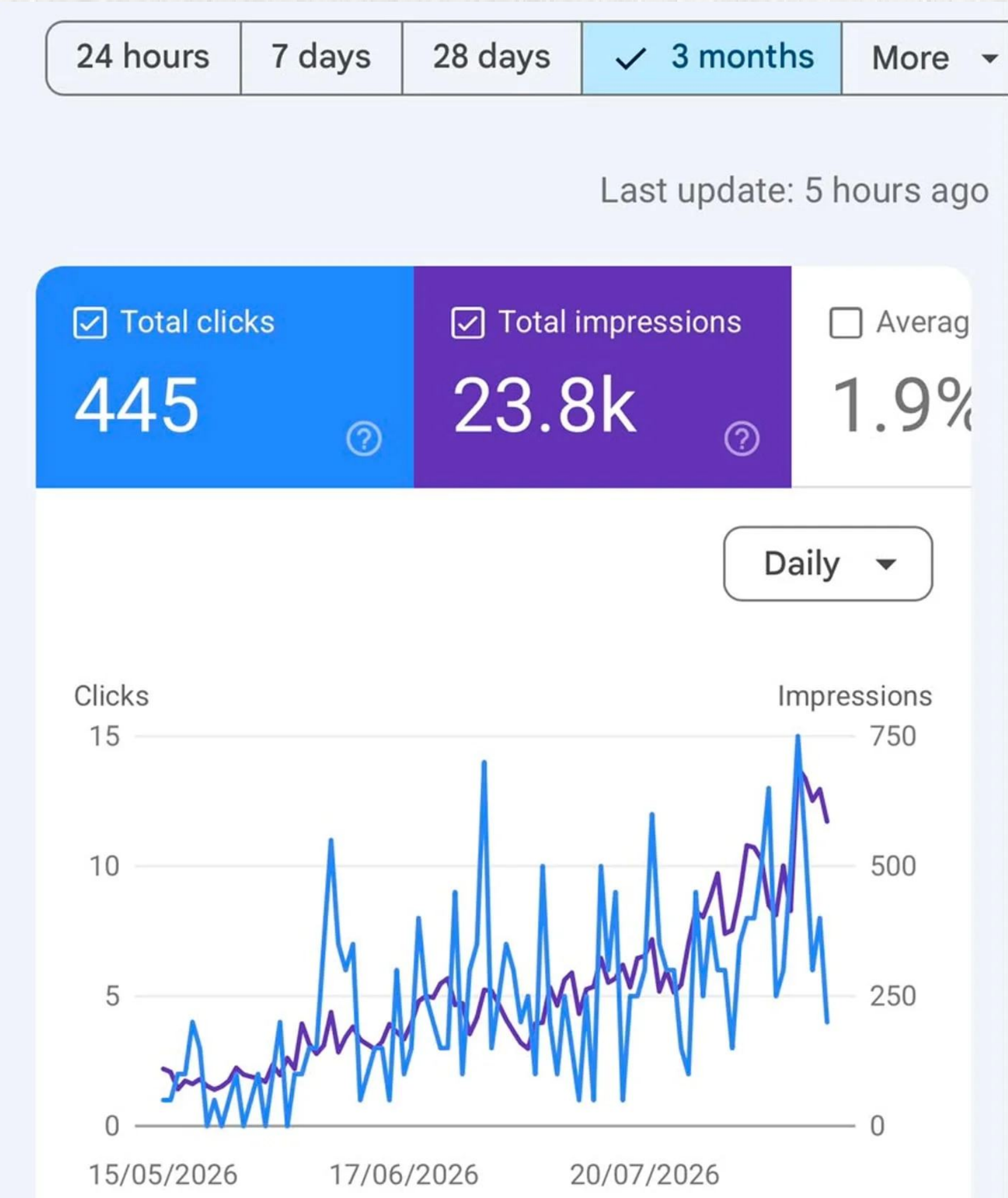


The decision the numbers actually prove.

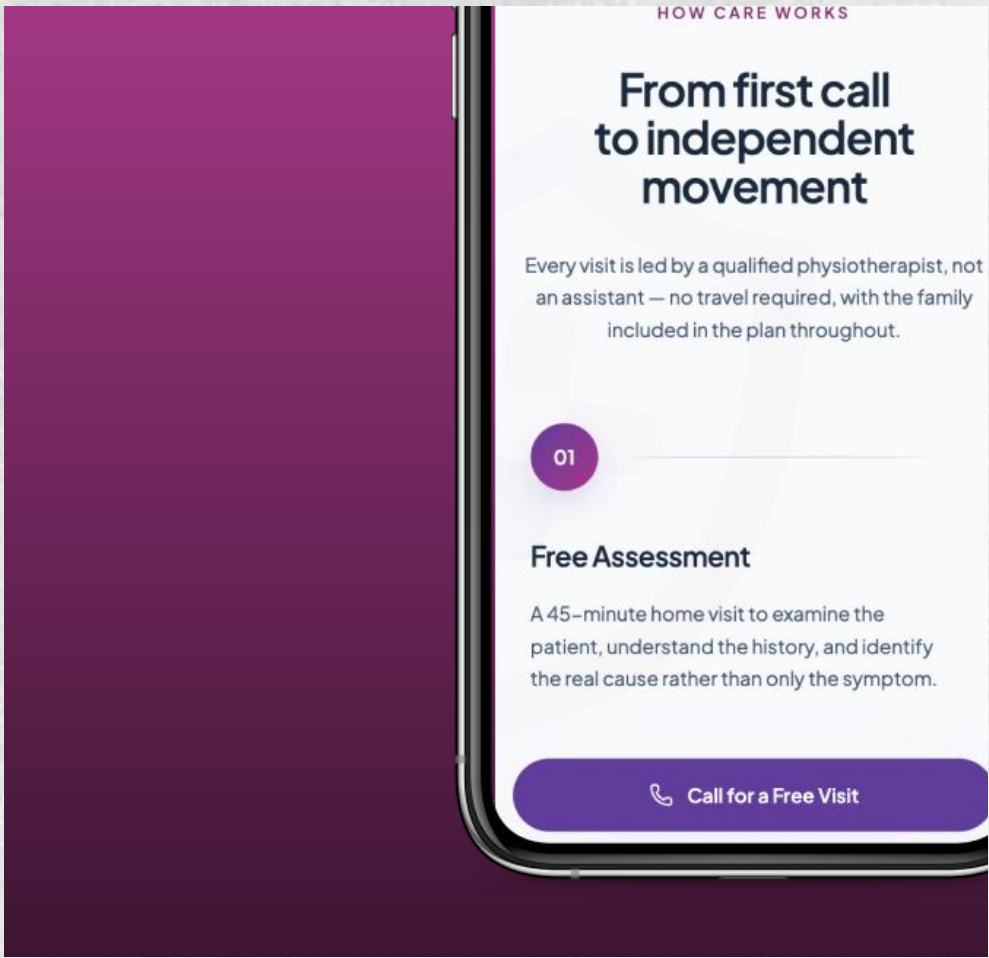
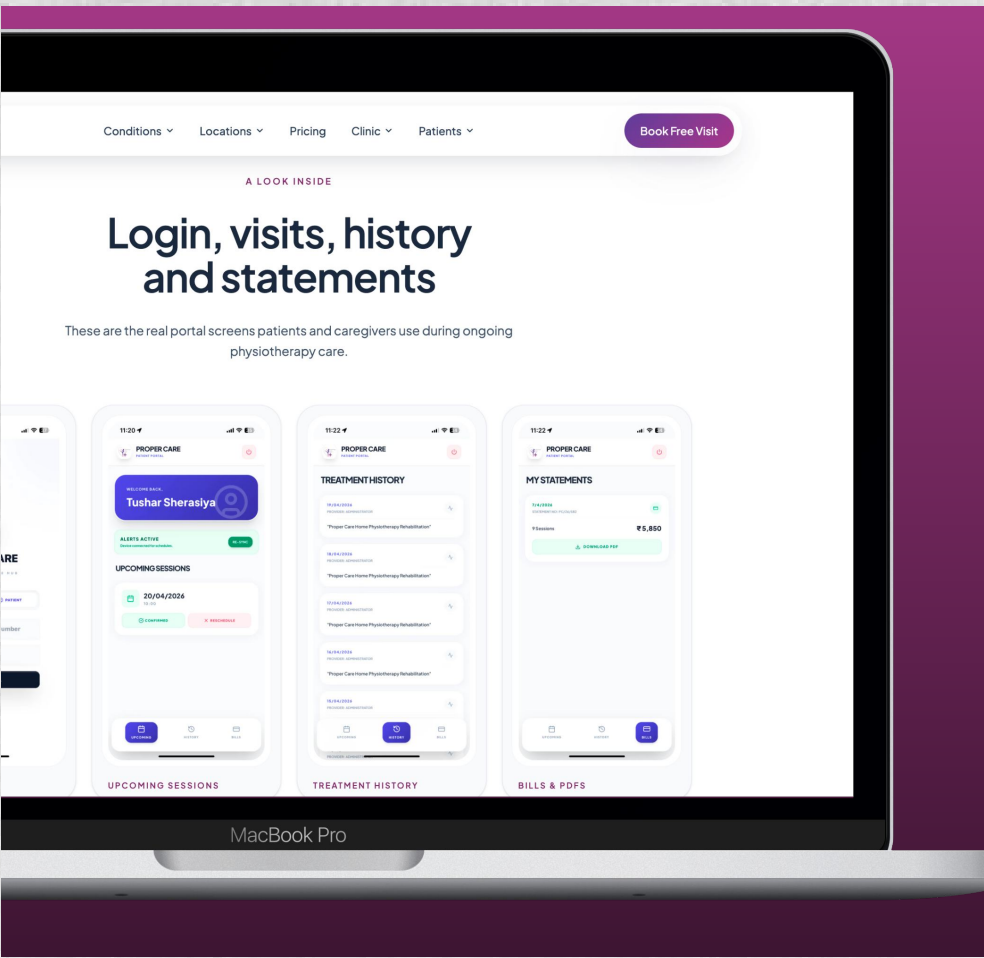
Live, and no longer mid-redesign.

23.8k search impressions in 3 months
445 total clicks
1.9% average click-through rate

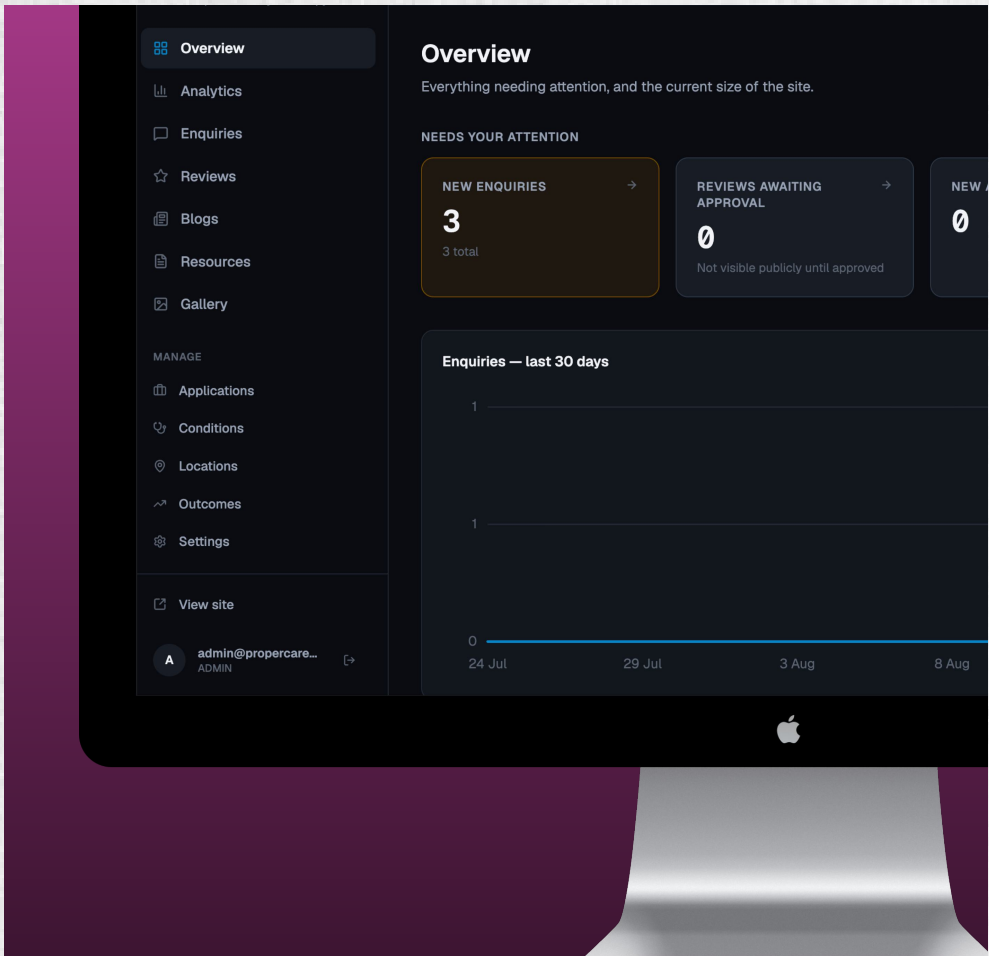
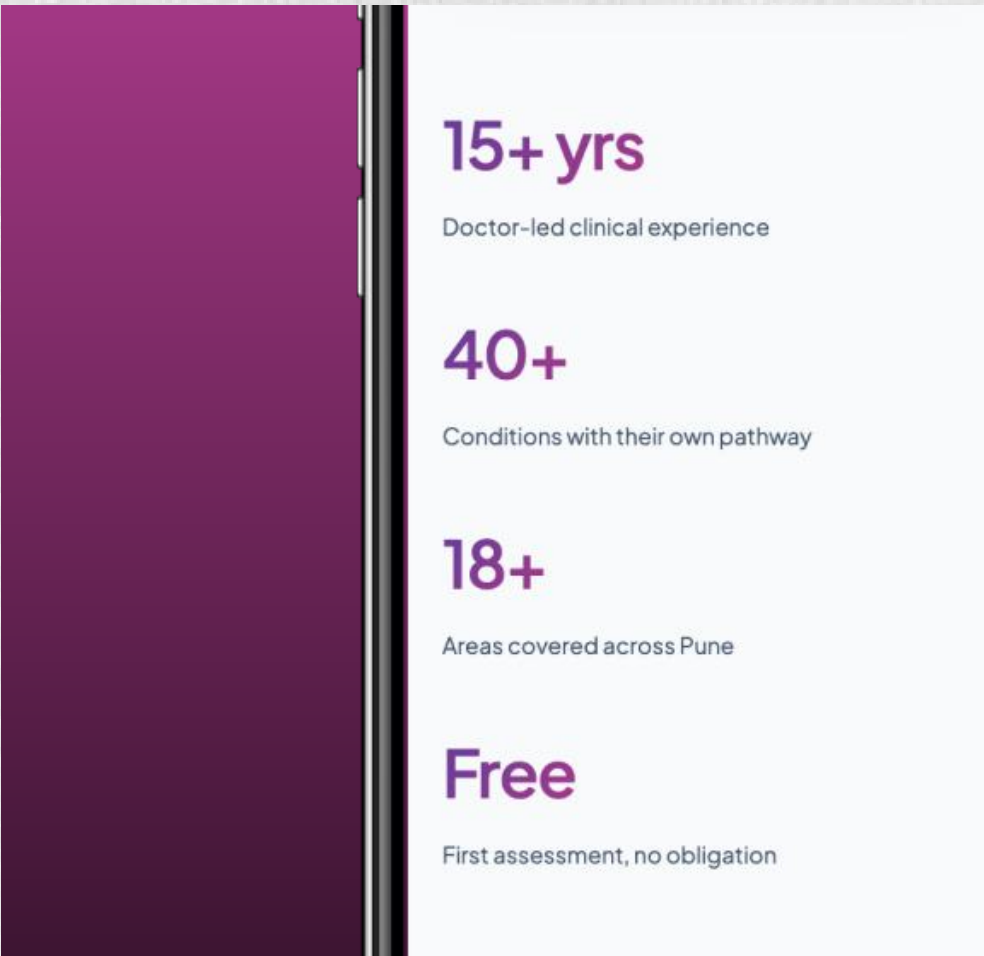
The site at propercarephysiotherapy.in now runs the full version described here, team framing, the per-condition pricing model, 46 treatment pages, 16 neighbourhood pages, the patient review system, and the admin panel. The 23,800 impressions and 445 clicks shown below were measured before this redesign shipped, the baseline this version is now working to beat.



Included as a screenshot rather than a stated number, because a traffic claim in a portfolio is only worth the source behind it.

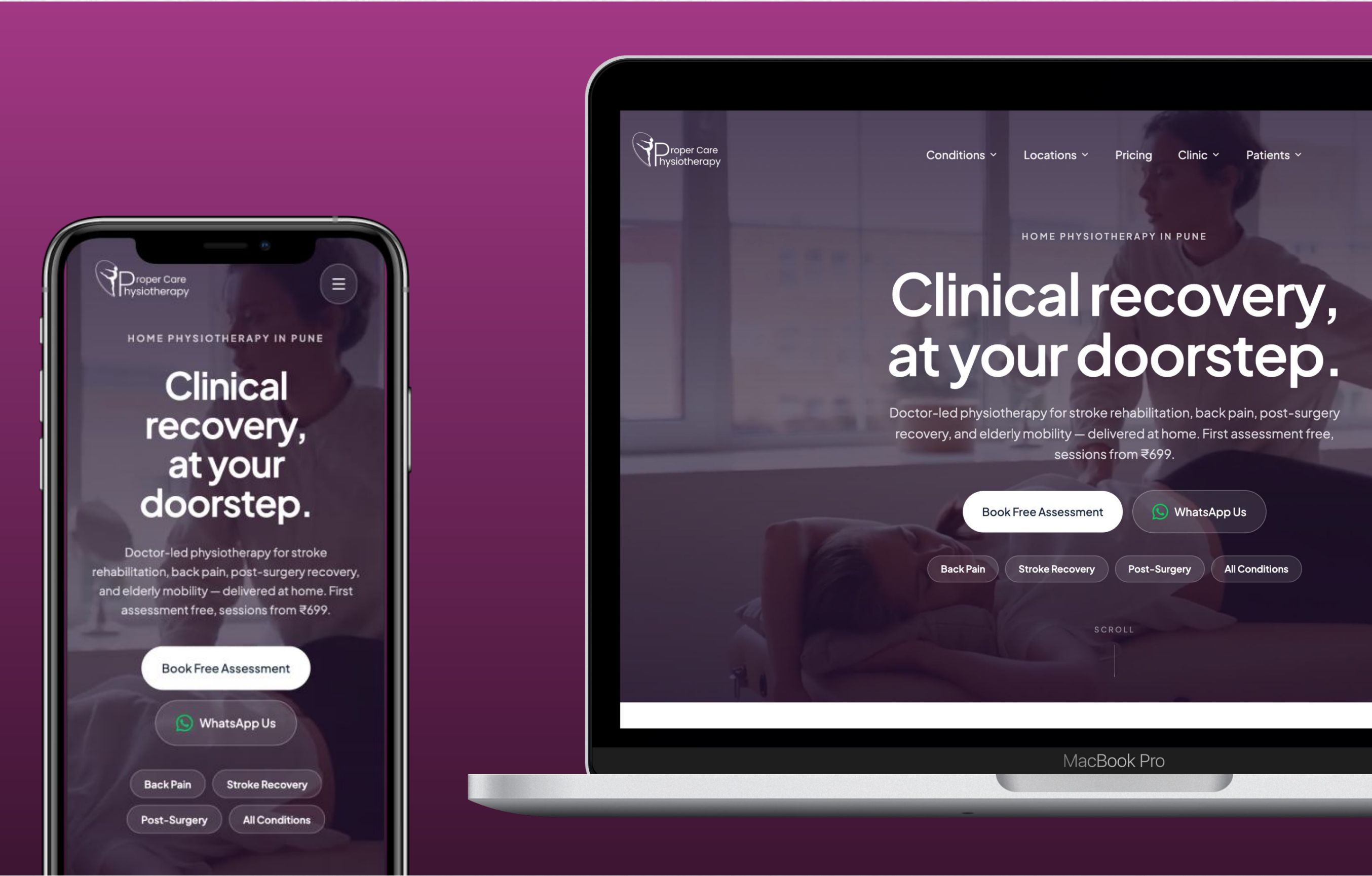


Design System - Colors, type, and component patterns pulled directly from the live site, the purple-and-white palette that carries trust cues (real credentials, plain-language explanations) without ever reading as clinical or cold. Cards, chips, and CTAs repeat identically across the marketing site, the condition pages, and the neighbourhood pages, so 46 treatments and 16 locations all feel like one product, not a template stretched sixty-two times.



Two systems, one clinic.

Visit the live site → propercarephysiotherapy.in



Redesigning earnings and schedule
tracking for freelance event performers.

TaskTrack

Redesigning earnings and schedule tracking for gig performers.

Rebuilt as two focused dashboards, Insights and Earnings, sharing one spacing and component system instead of two disconnected screens. The clearest evidence something was broken wasn't a hypothesis, it was the app's own chart: the one meant to show which gigs paid best read 100% Uncategorized.

A mobile app used by freelance event performers, cocktail parties, weddings, themed sets, to track gigs and earnings. No client, no brief, I picked it apart because gig-based schedules and gig-based money are two very different kinds of data, and the app was treating them like one.

Role : Product Designer, self-directed redesign

Timeline : 2026

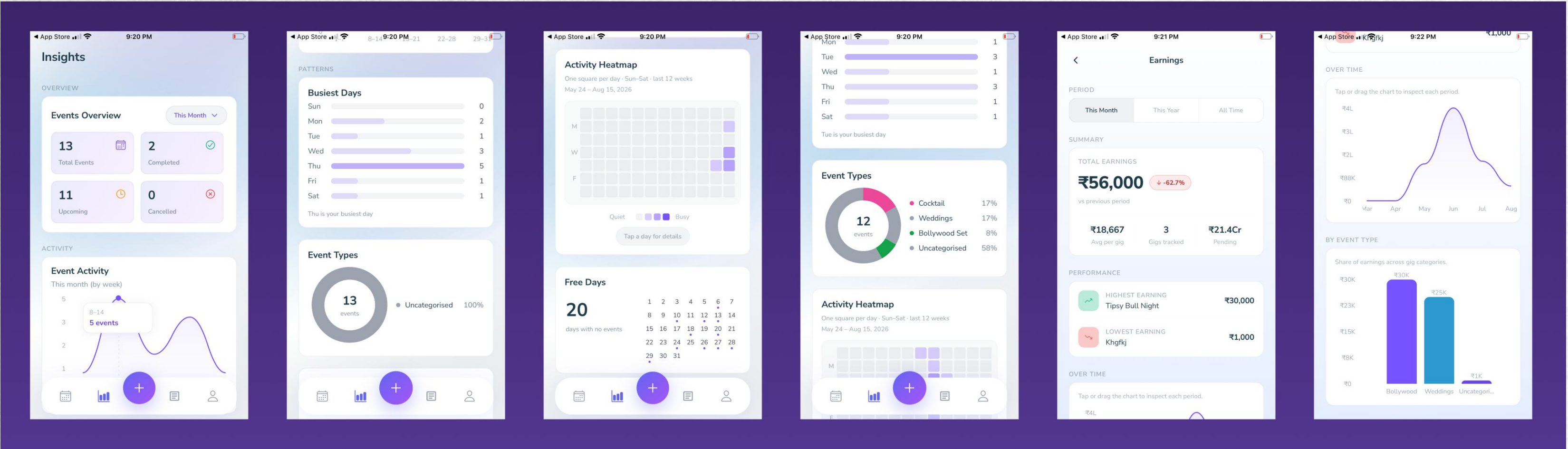
Platform : Mobile

Client : Personal, self-directed

[View Figma →](#)

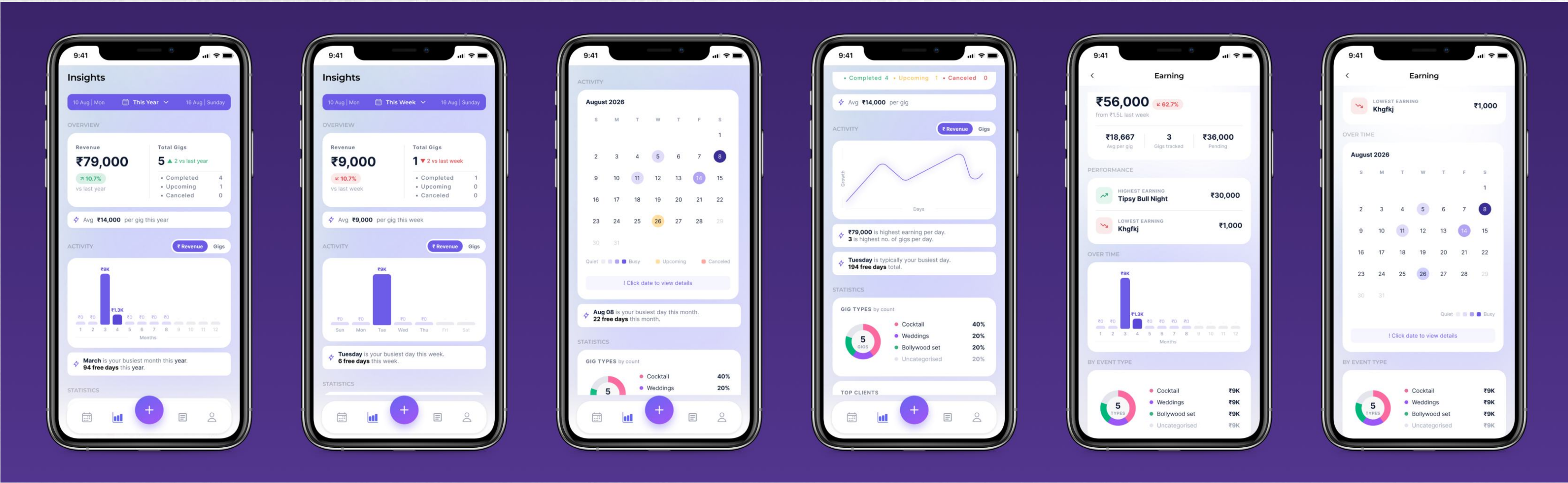


Two screens, no shared system.



Before

Insights sat front and center. Earnings lived three taps deep inside Settings, and I redesigned each screen on its own terms without touching where either one lived. Even sitting apart, the two shared no system: a weekly scrubber on one, a Month/Year/All Time toggle on the other, a static Free Days count with nothing to tap, and no way to see which clients kept coming back.



After

Same two screens, now sharing one system even though they still live apart. A single five-step period control wherever you land. An interactive calendar instead of a dead number. And Top Clients, a feature the old app never had in any form. One thing this redesign didn't touch: where Finance lives in the app at all, that's a bigger question than either screen alone.

What broke, and what fixed it.

Challenge 1

Two screens that already lived apart, redesigned individually, needed to feel like one product without forcing a navigation change.

Insights (events, activity, busiest days, Top Clients) and Earnings (revenue, performance, by-type) rebuilt on one shared spacing and component system, so even sitting in different places, they read as the same app.

Challenge 2

Nobody categorised their gigs. A required field would just produce junk data instead of fixing the habit.

The same donut pattern and colours used for gig-type on Insights and earnings-by-type on Earnings, replacing the old bar chart. Tag once, the payoff shows up twice.

Challenge 3

Two mismatched period controls, a weekly scrubber on one screen, a three-way toggle on the other.

One shared five-step Week/Month/Quarter/Year/All Time control with a live date range, reused identically on both screens.

Challenge 4

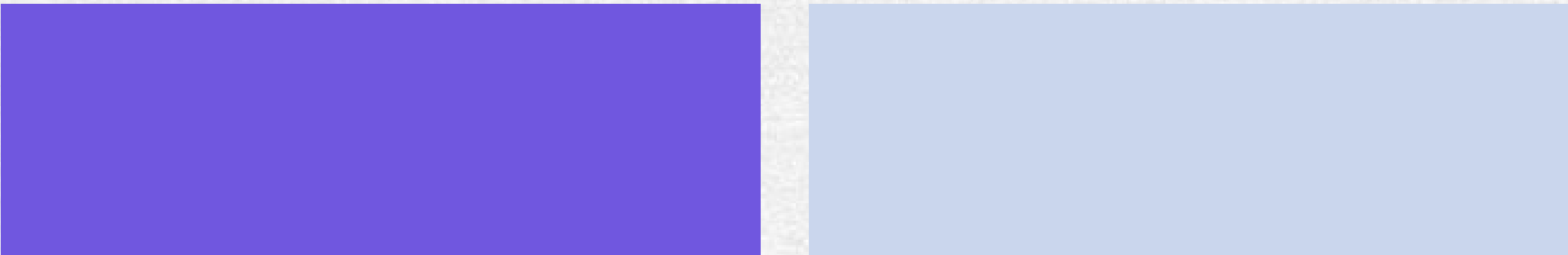
A passive Free Days number sitting over a read-only grid, nothing to tap, nothing to learn from it.

An interactive month calendar, colour-coded quiet/busy/upcoming/cancelled, tap any date for details.

The system underneath both screens.

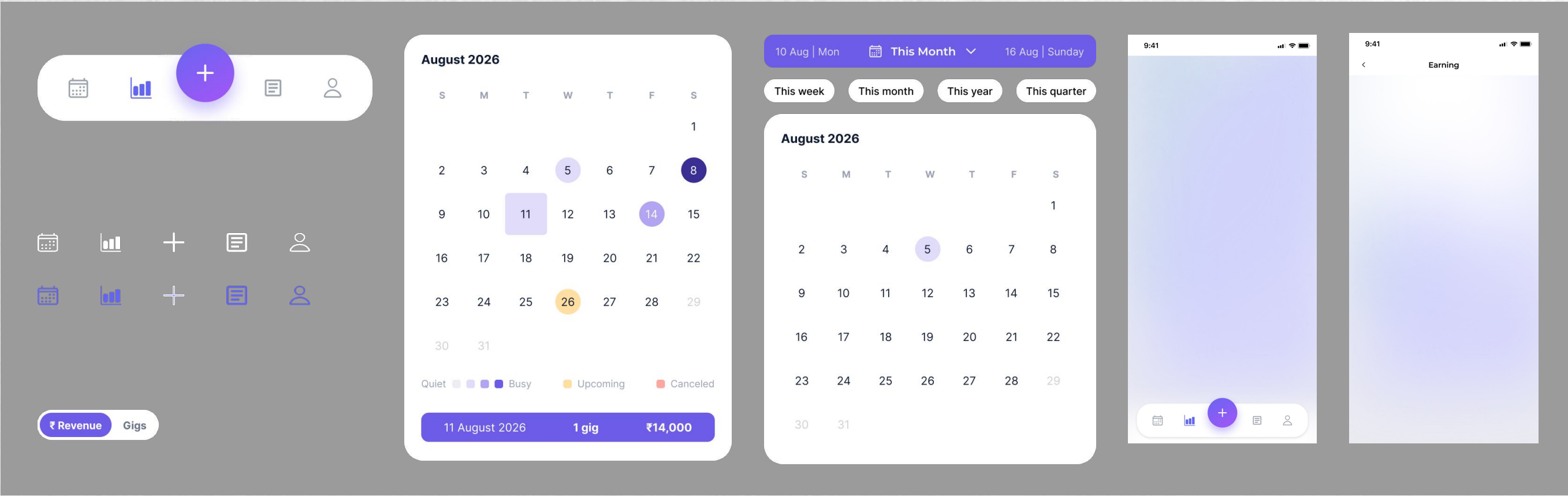
Color:

Primary was sampled directly from the Figma file's own colour swatches, not the gradient used on the card art. The raw sample landed at 4.38:1 against white, just under the AA floor for body text, so it was darkened along the same hue to 5.05:1. Secondary is the file's own lightest swatch, used as is.



Shared component:

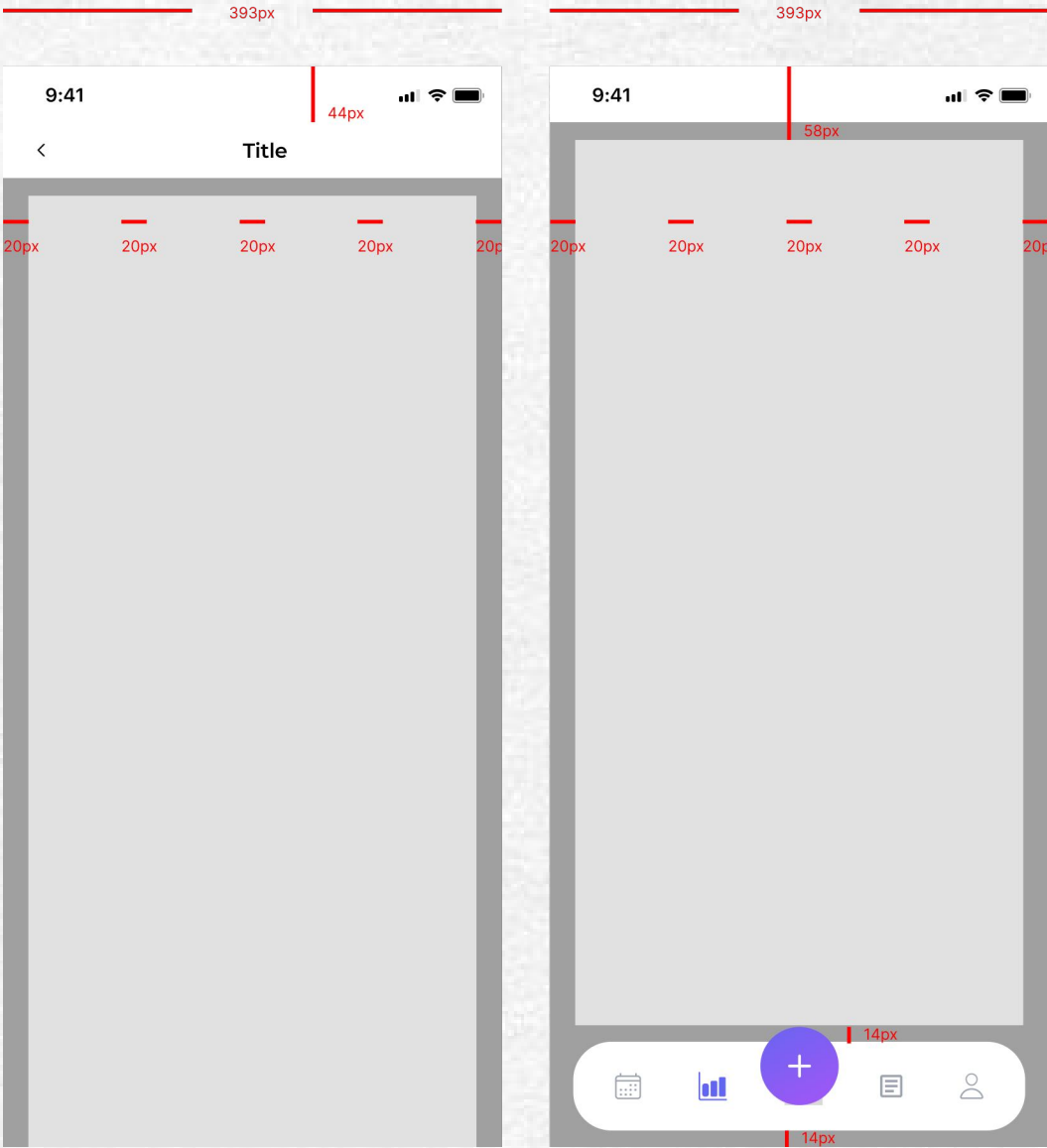
The one piece built once and dropped into both screens unchanged: a five-step period control paired with a colour-coded calendar, quiet, busy, upcoming, cancelled. This is the actual fix behind two separate problems, mismatched controls and a dead Free Days number, solved by one component instead of two patches.



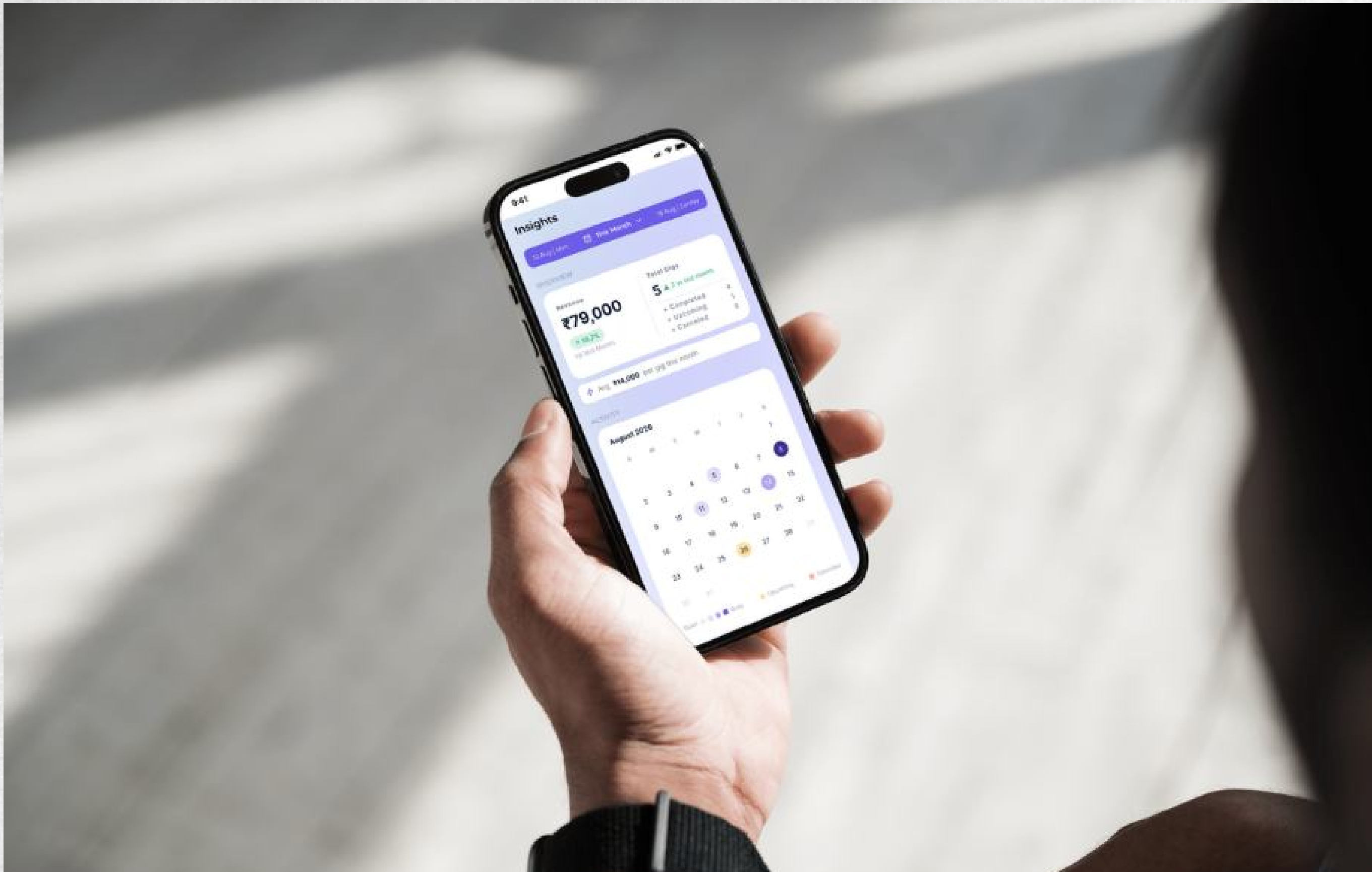
Spacing:

44px header (Earnings) . 58px header (Insights) . 20px column grid throughout

Different header heights reflect where each screen actually lives, not a design inconsistency. Insights, a primary tab, gets a taller header built to carry a live date range. Earnings, nested inside Settings, inherits a plain title-bar header, the same shape any settings subpage gets. The measurement difference is really the IA problem showing up again, one screen designed to be a destination, the other designed to be found.

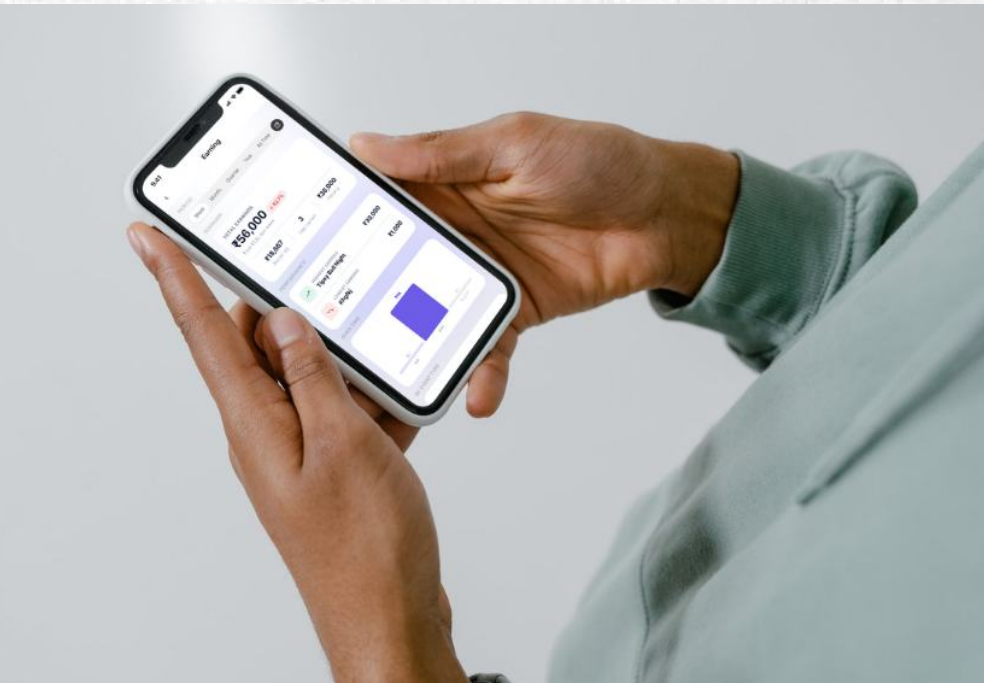
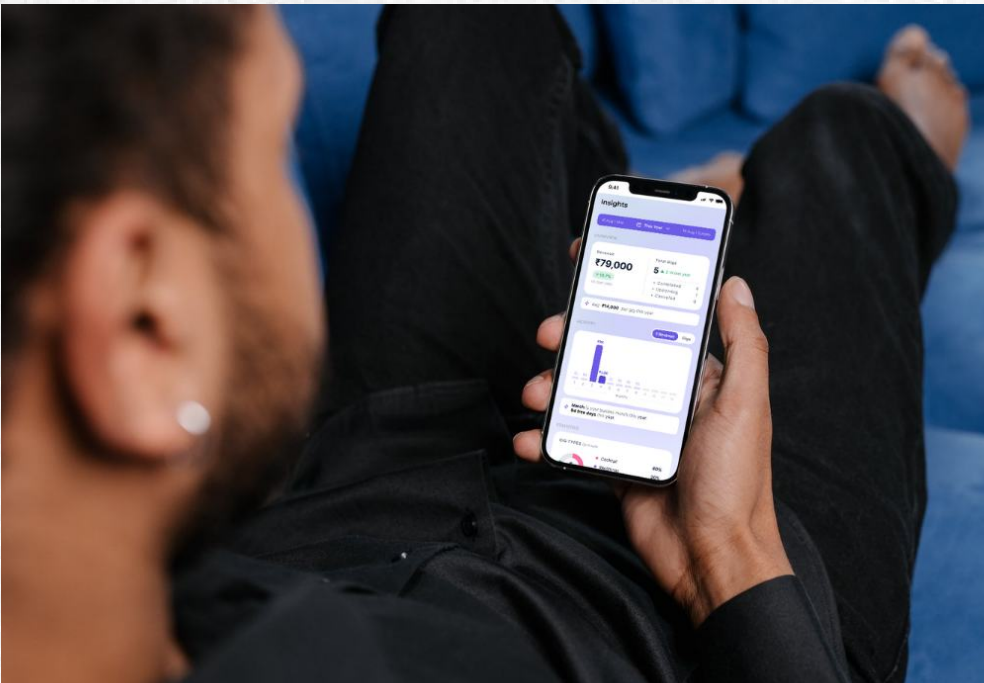
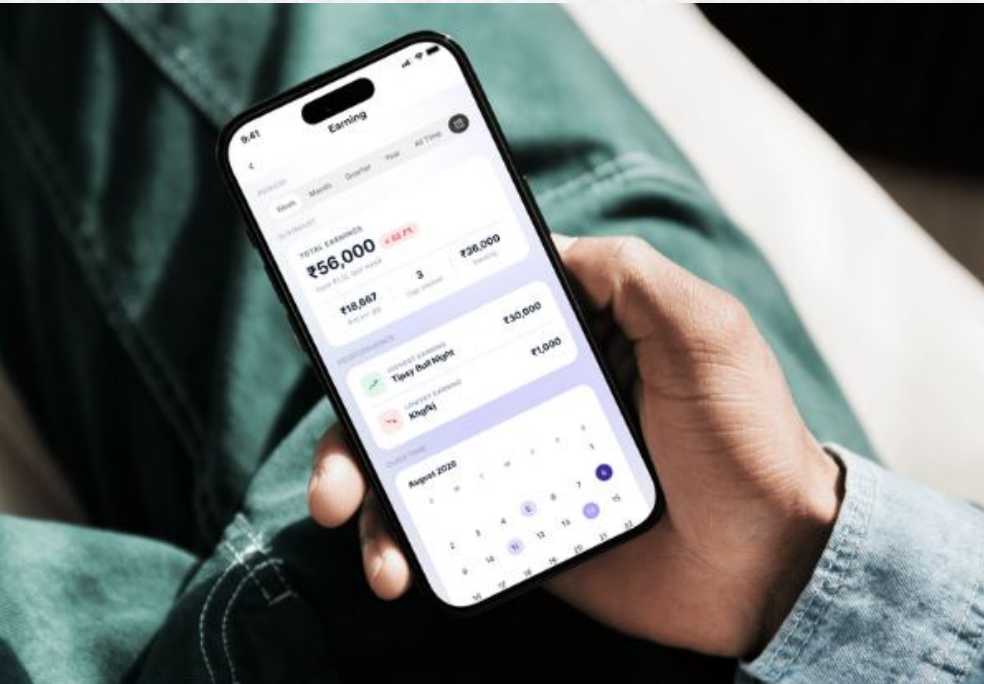
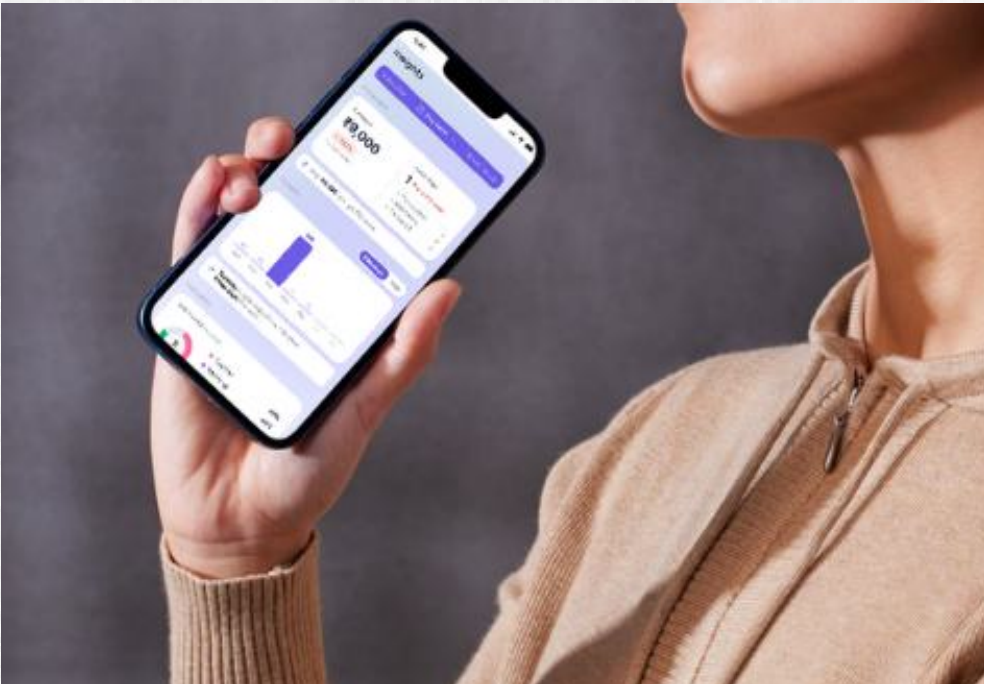


Two dashboards. One shared system.



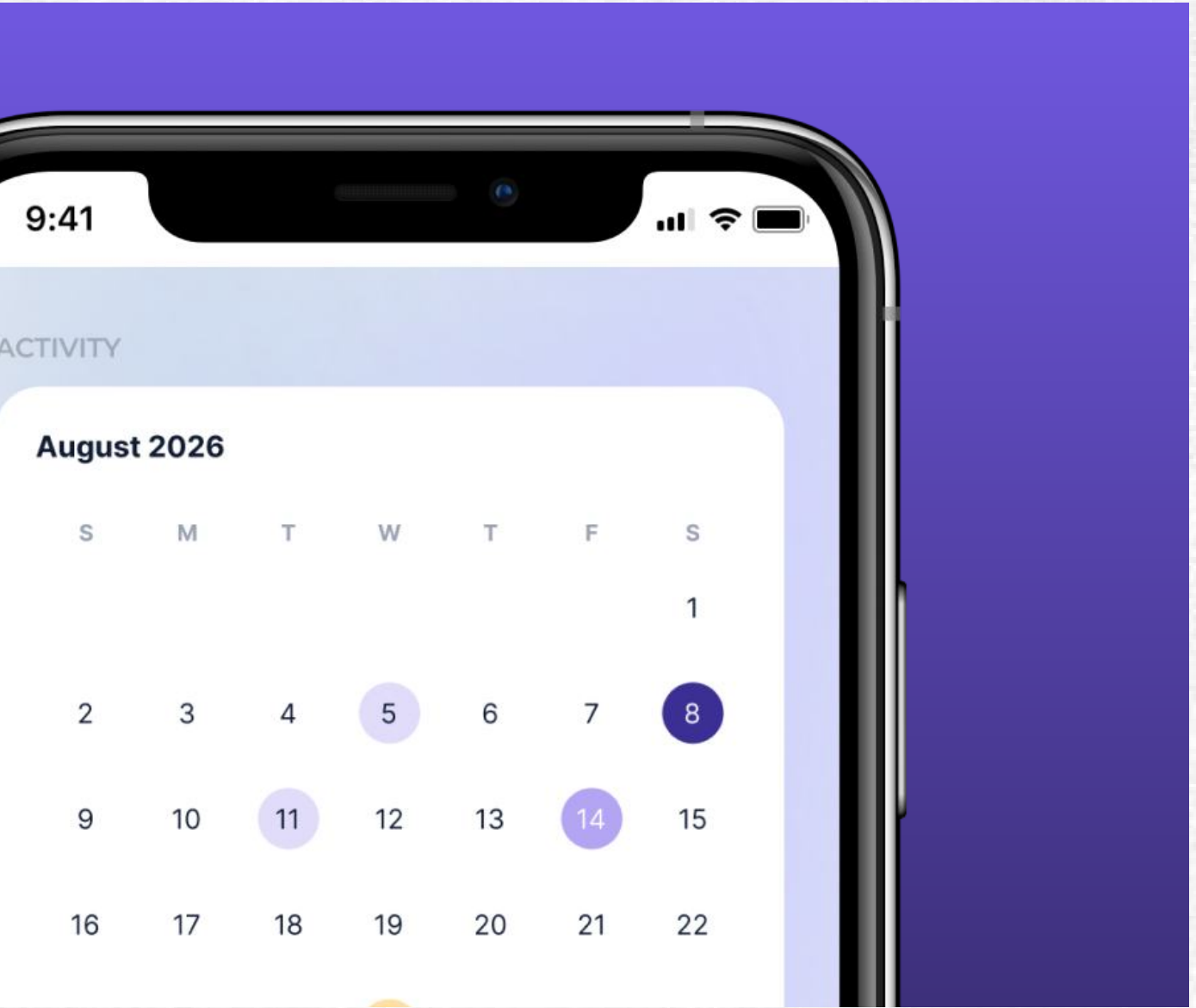
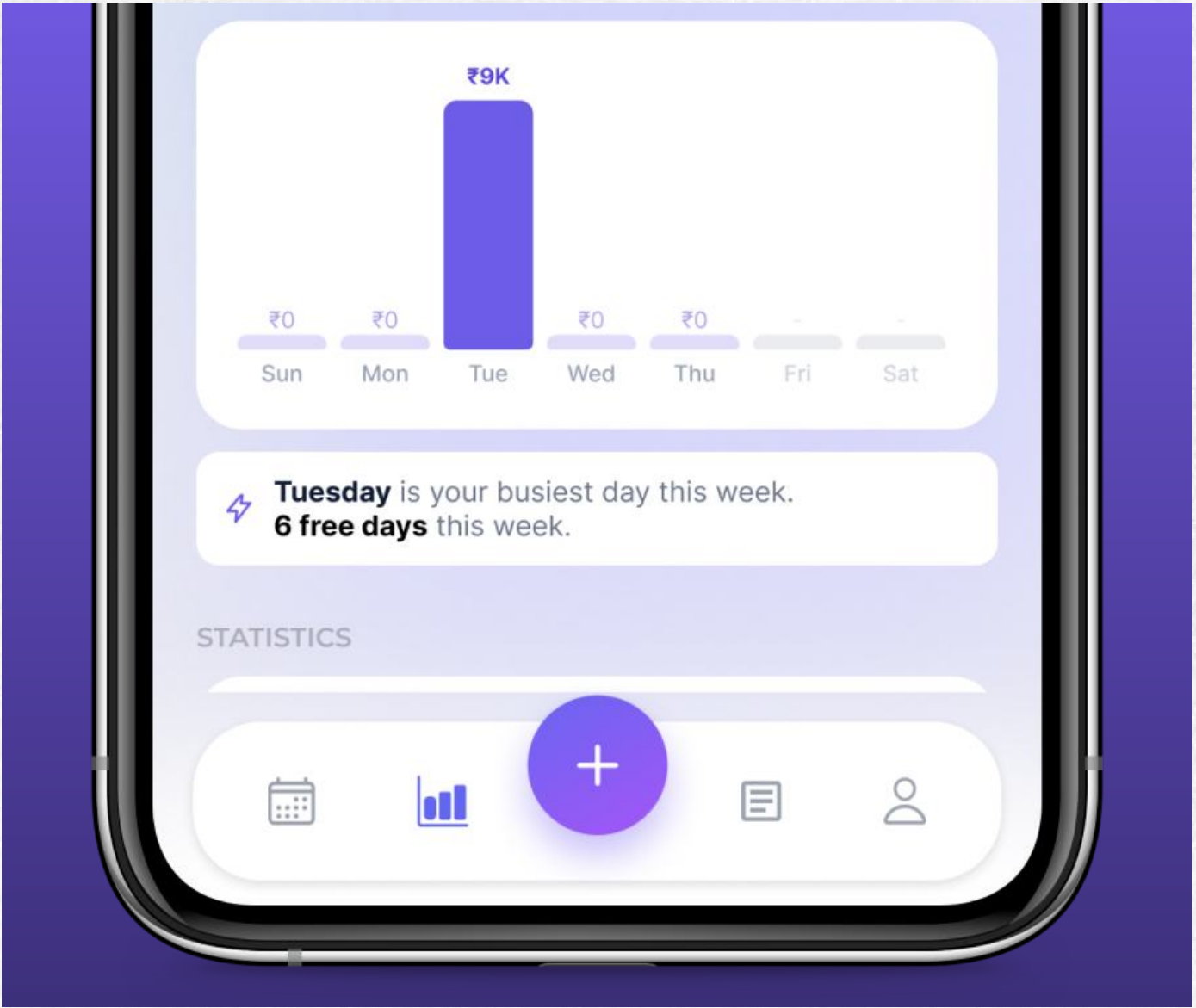
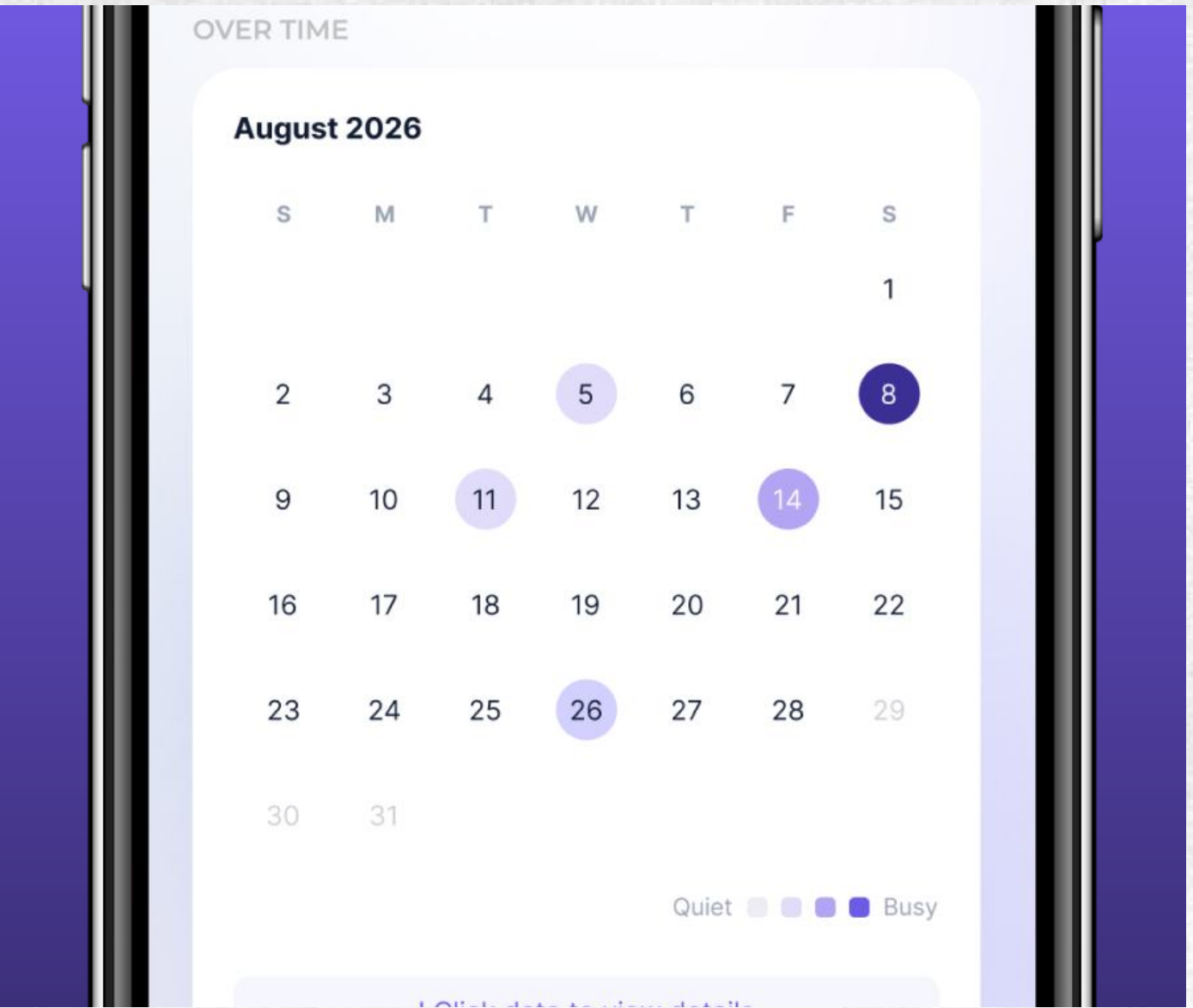
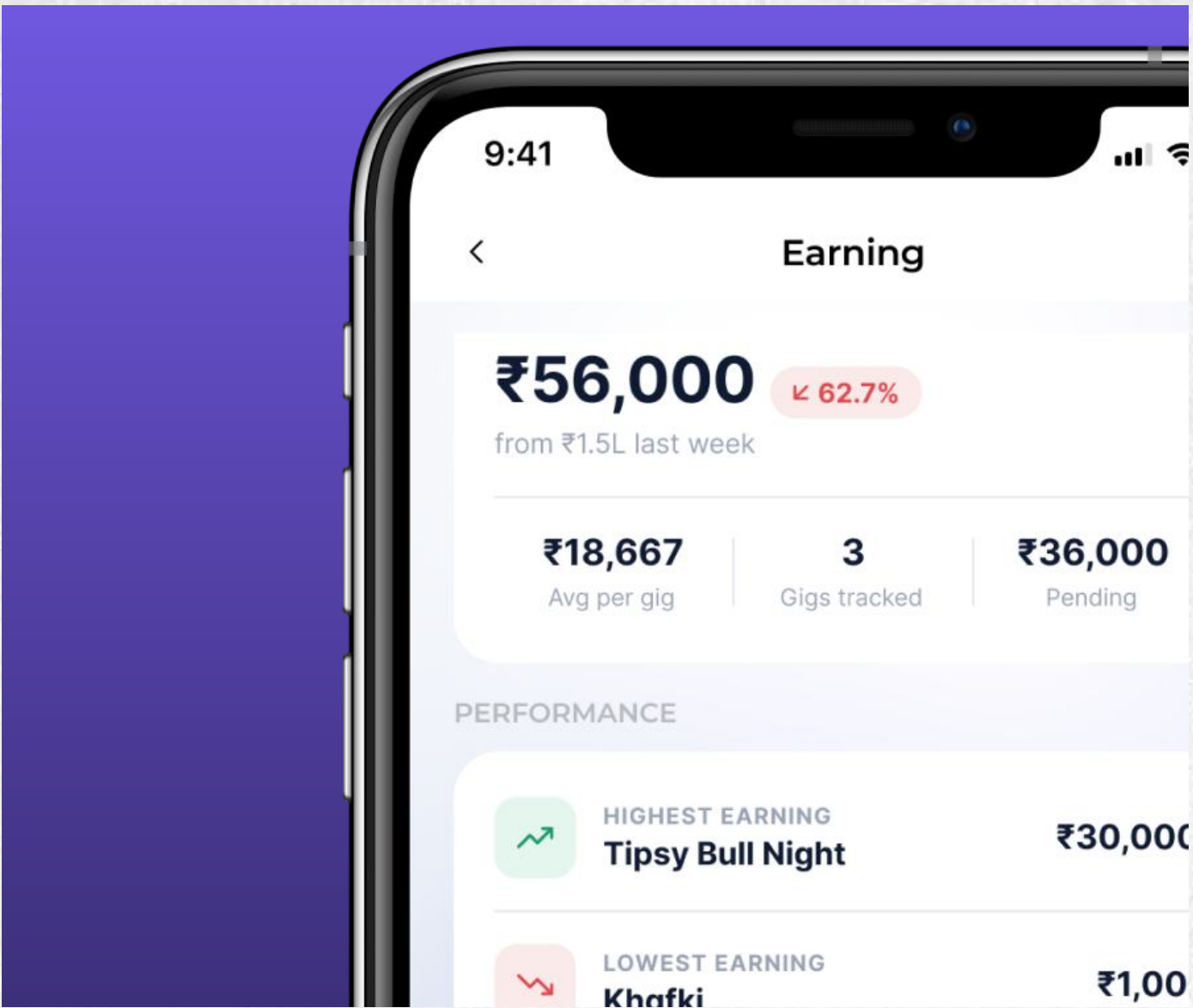
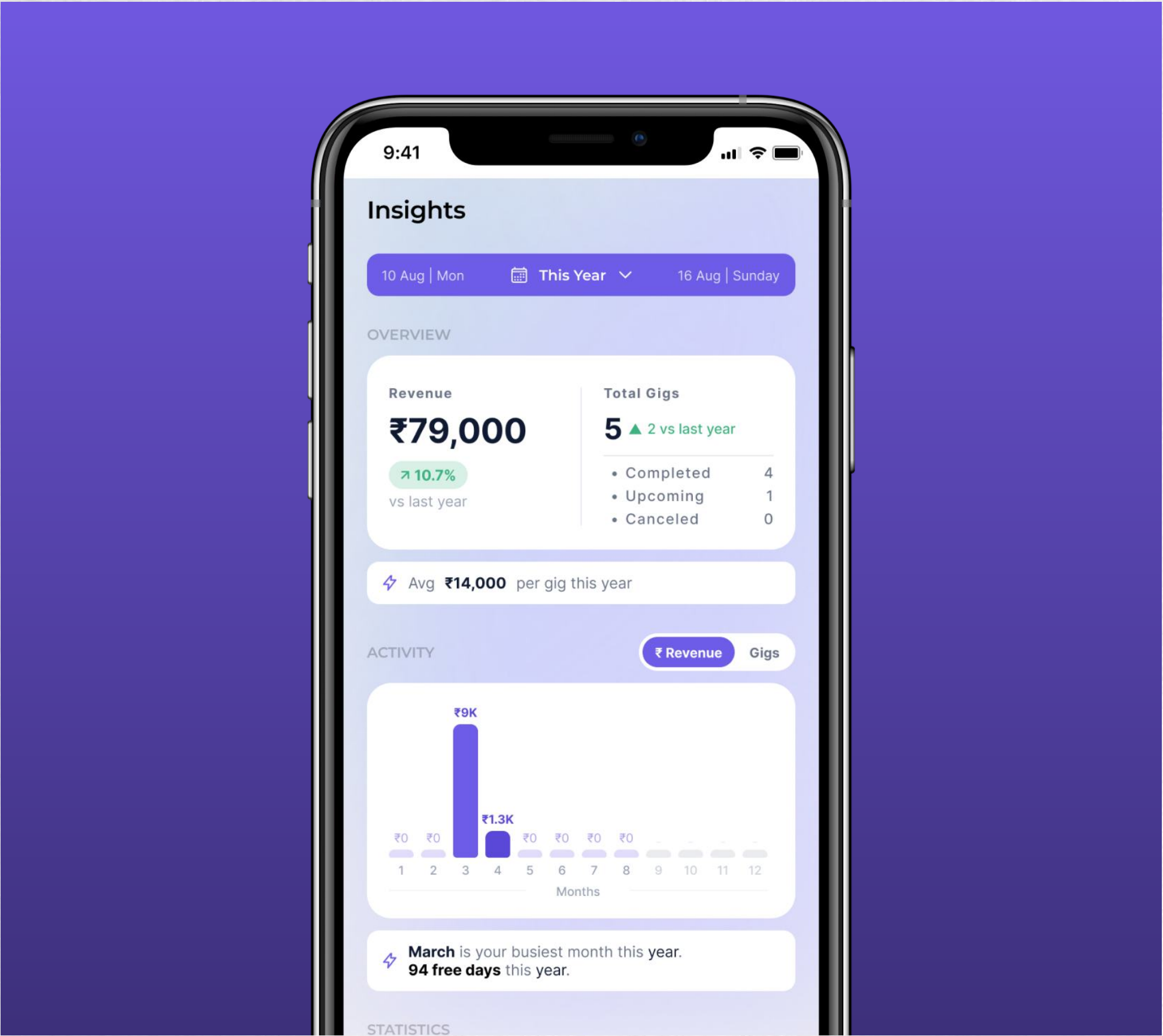
Redesigning an app I didn't build turned out to be a useful constraint. I couldn't add features to escape a problem, the strongest evidence in the whole project was the app's own chart admitting its categorisation feature had gone unused.

What I'd do differently: I'd find real users before redesigning anything. Everything here is reasoned from screenshots, "nobody categorises their gigs" has at least three different explanations that each point at a different fix.



Four smaller doubts worth naming: whether tagging pays off without real users to prove it. Whether Quarter earns its place in a five-step control. Whether four calendar colours are readable for everyone. Whether ranking clients by revenue alone hides the ones who show up every month.

A Clear view of what is built.



1000

A design internship inside Miko's
Companion App, working on the Learning
Buddy reading experience for children.

Miko



Three months inside a real product ecosystem.

Miko is an AI-powered educational robotics company building companion robots for children, combining hardware, software, and content into one experience. I joined as a Design Intern, working on the Learning Buddy feature within Miko's Companion App, a library of children's books paired with a gamified layer of gems and rewards for every story completed.

Role : Product Design Intern

Timeline : May 2024 – Aug 2024

Company : Miko, AI-powered
educational robotics

Focus : Visual & content design,
Learning Buddy



Volume, consistency, and a different kind of design problem.

What I worked on:

Book covers, story thumbnails, and module graphics for the Learning Buddy library. Designing for young children changes the brief, a thumbnail has to read instantly, no room for subtlety, and hold up next to hundreds of others in the same grid without the whole library turning visually noisy. That's less about individual craft and more about working inside a system, matching an existing visual language while making each cover distinct enough to pick out.

From the team:

"I had the chance to work with Sagar during his internship with our team. He quickly picked up new tools, is a team player and is always open to feedback. If you're looking for a talented and hardworking UI designer, I highly recommend Sagar, he will be a great addition to any team."

- **Anchal Gupta**

Watercolor Illustrator, Creator of 100 Tiny Worlds

What I learned:

This internship also introduced me to marketing design, emailers and promotional assets, territory I hadn't worked in before. It's a different discipline from product UI, the constraints are about attention and hierarchy in a single glance rather than an ongoing interaction. It gave me a sense of how design changes when the audience is a parent deciding whether to open an email, not a child already inside the app.

1001

Additional design work across web, mobile,
and hardware, including projects under
NDA.

Others...

A collection of additional work.

Some of this work is protected under active non-disclosure agreements. Names, branding, and identifying details have been withheld or generalized accordingly. I'm sharing it here only to represent my own design work, and make no ownership claim over the products, their brands, or their code.

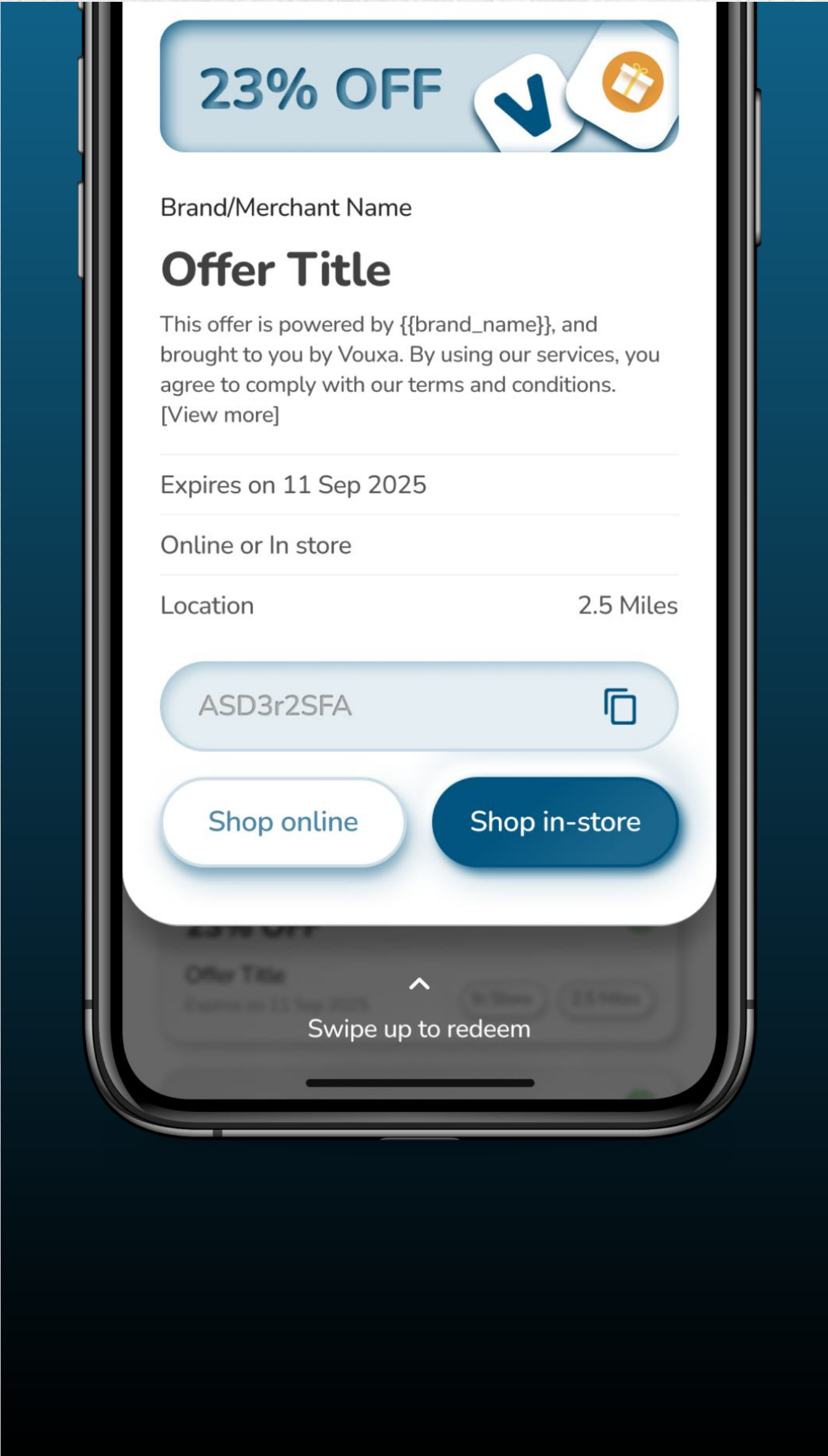
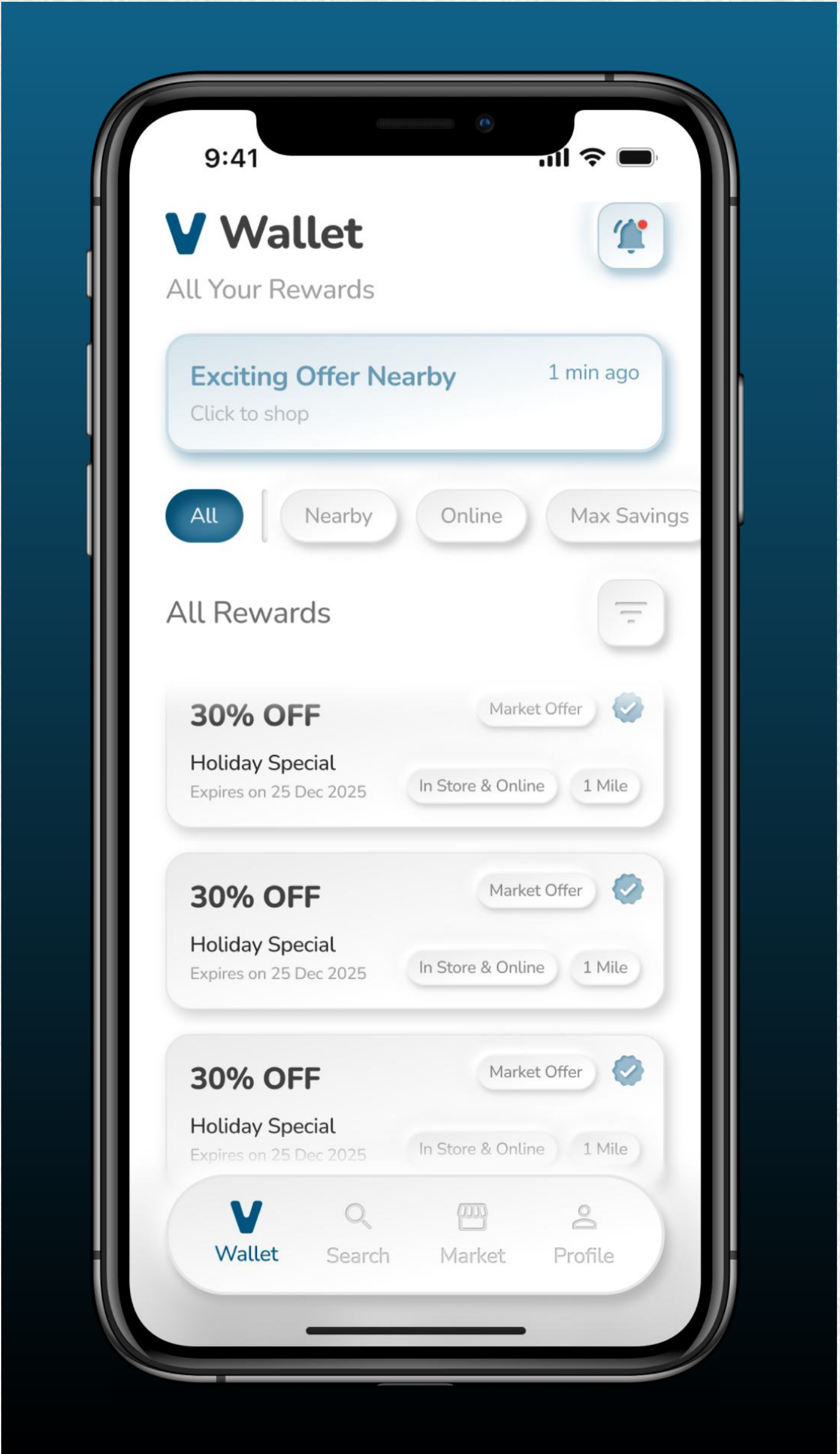
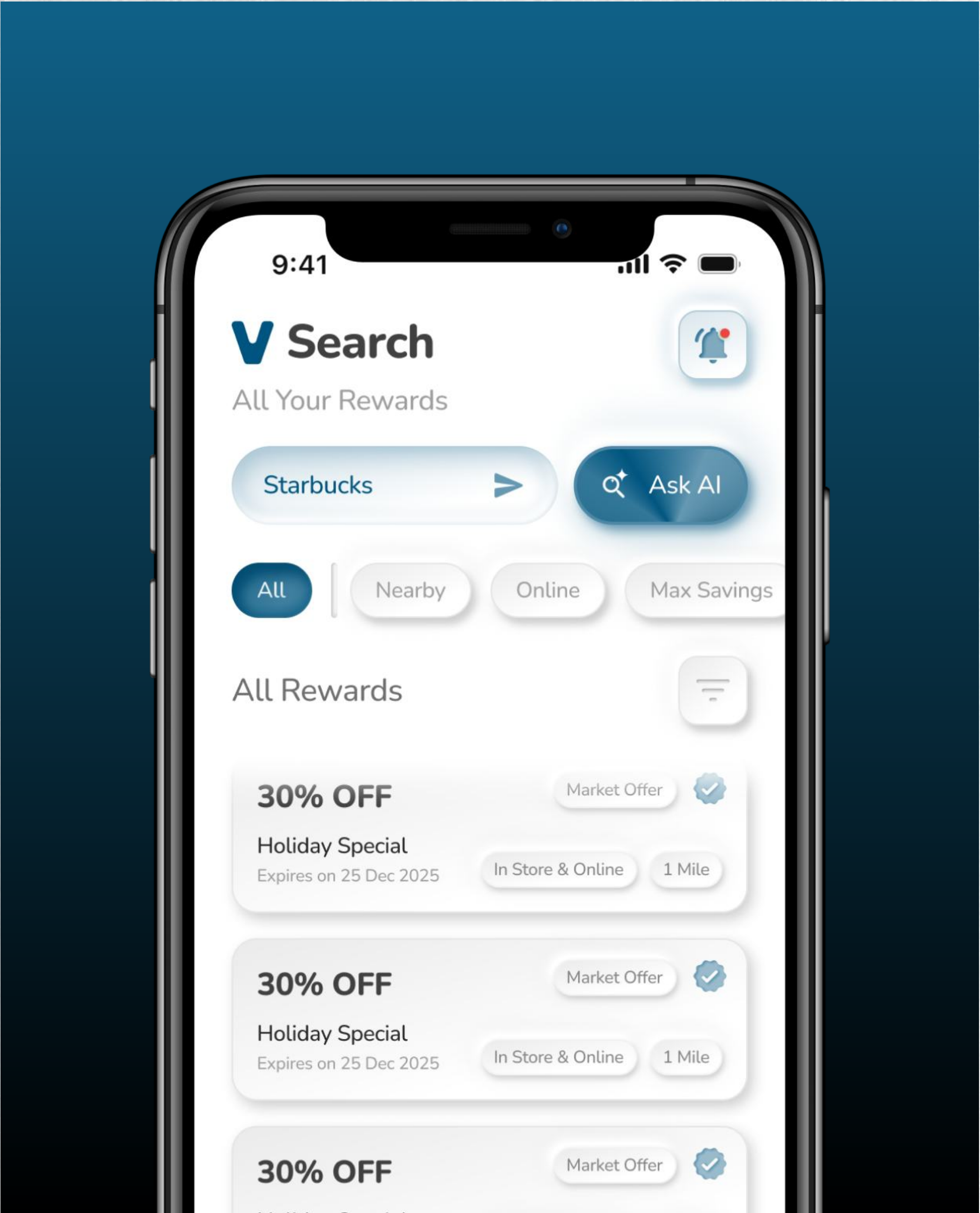
Also worked across: Frontend implementation, AI-assisted development, backend logic for projects, deployment, and SEO structure, skills built alongside these design projects rather than the center of them.

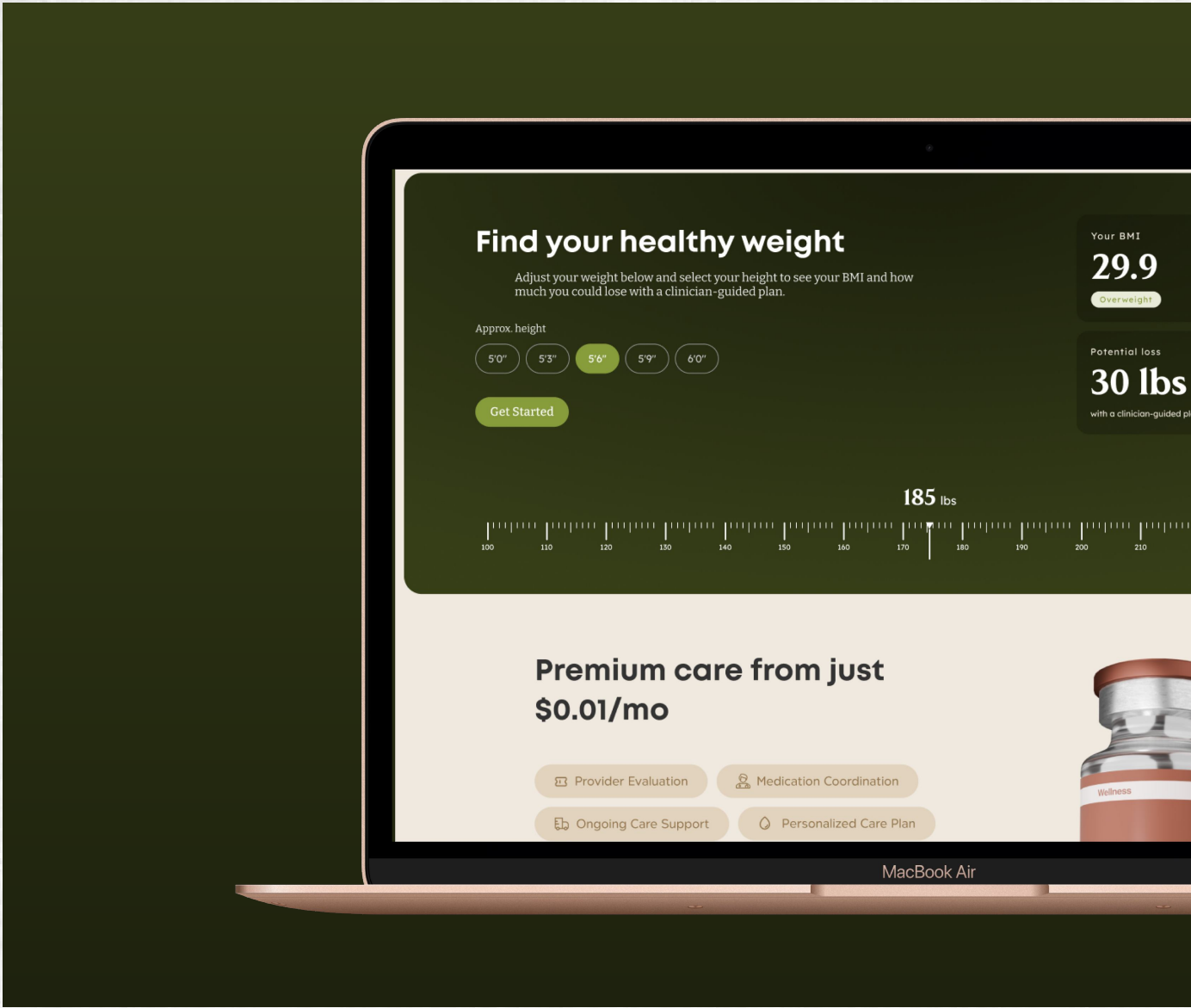
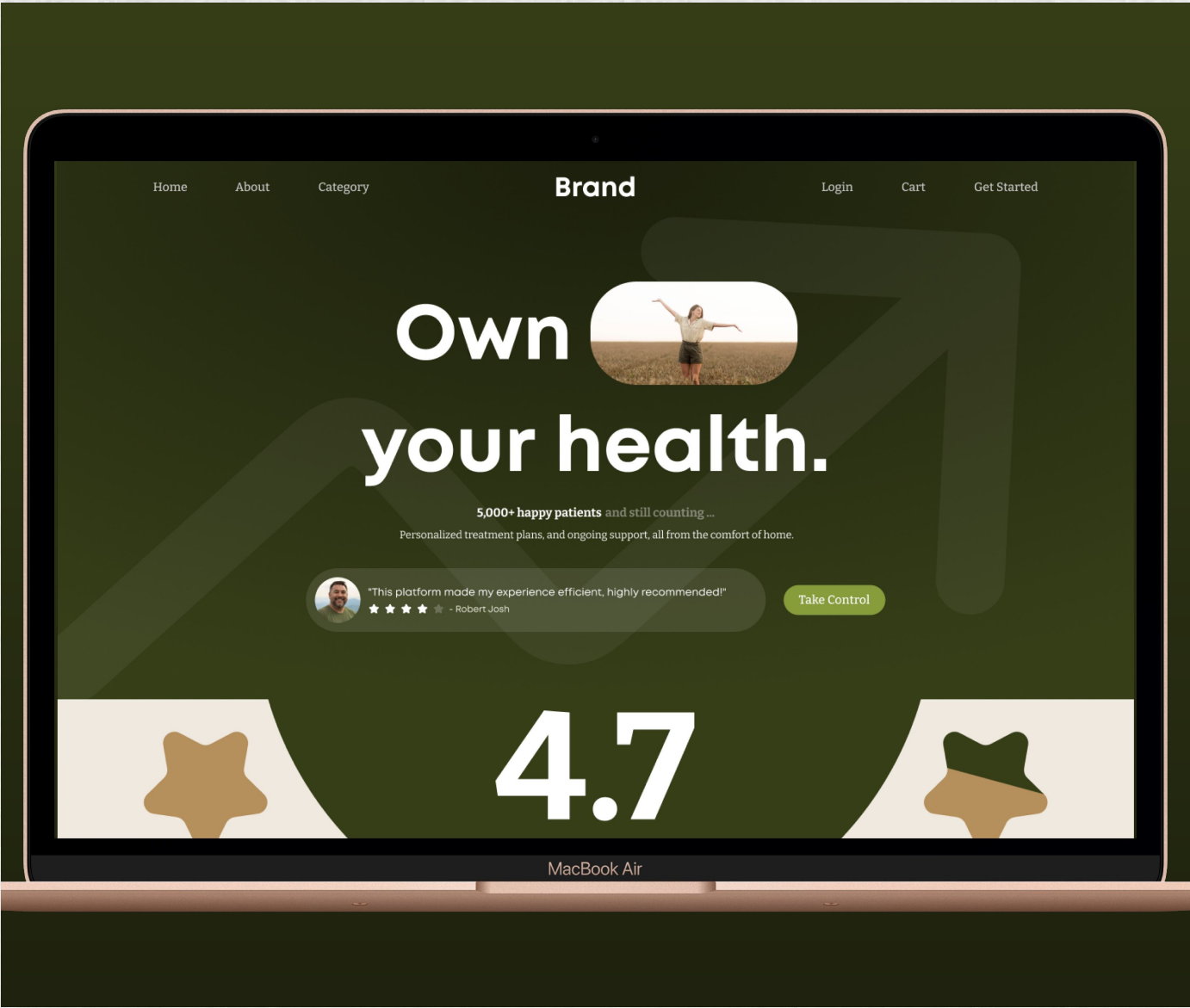
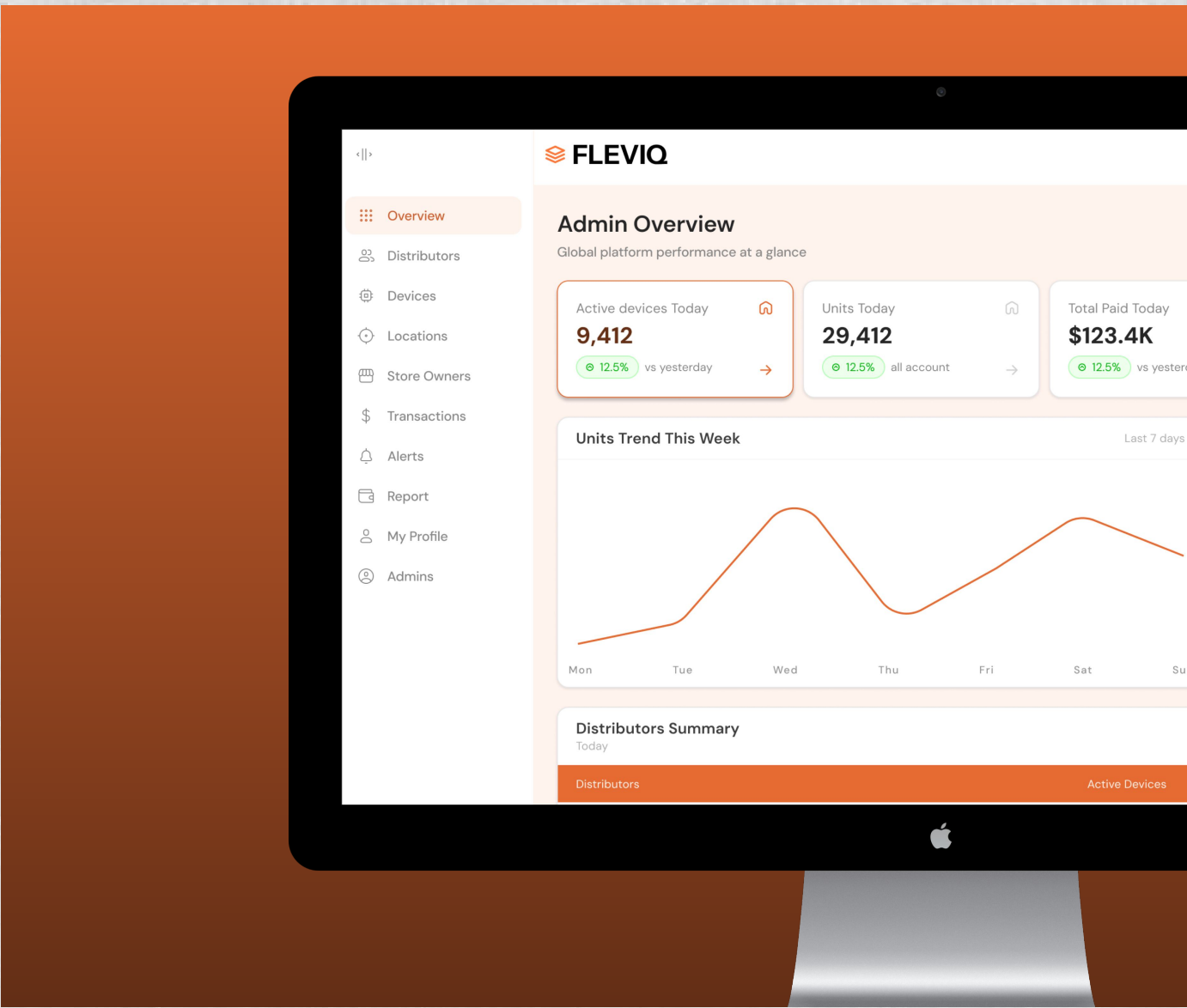
100+ screens shipped to production code, not just handed off as design files

10+ projects built end-to-end using AI-assisted tooling

5+ projects with real backend work, database, API, or server logic, not just frontend

15+ projects taken from design through to a live, deployed product





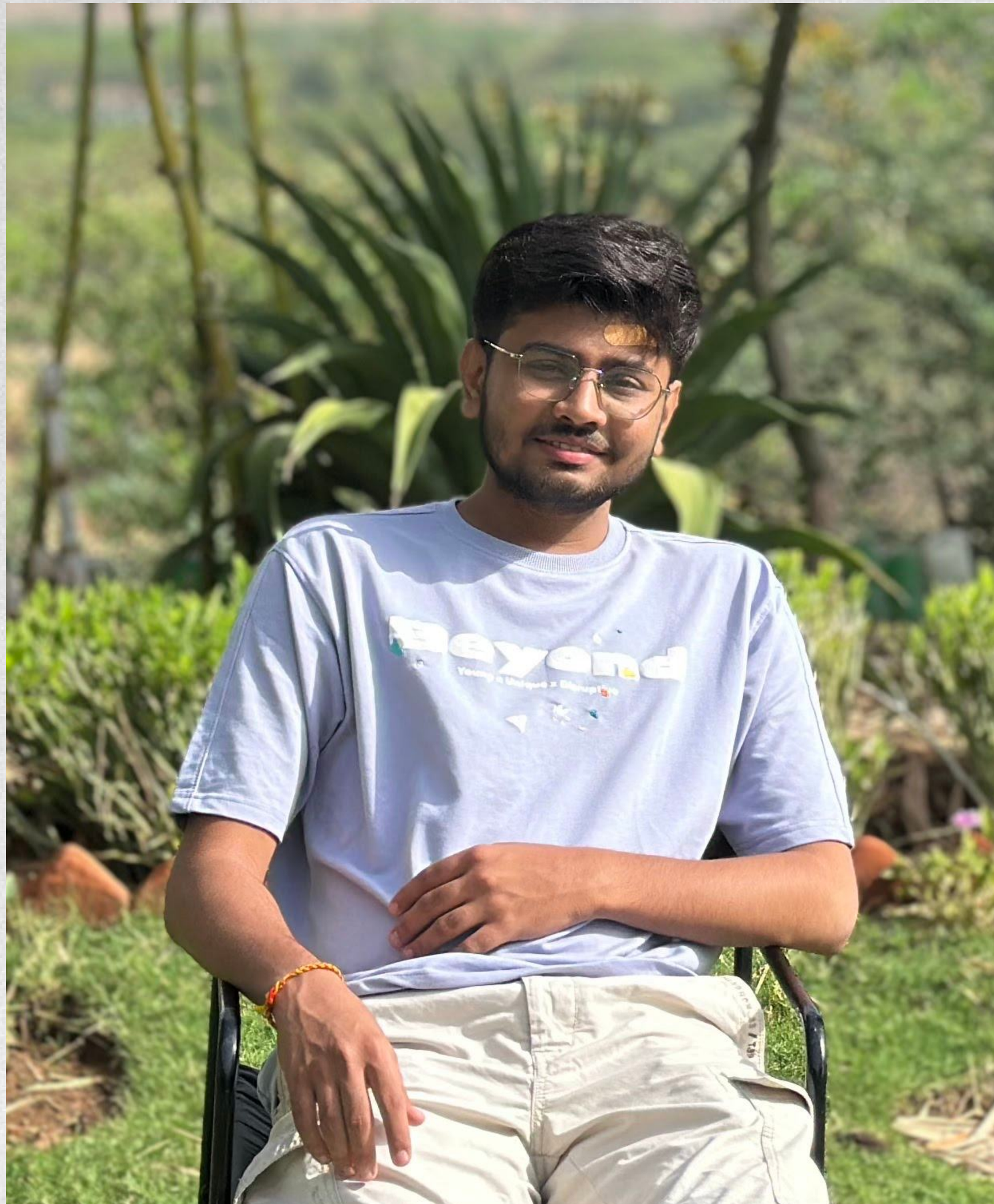
1110

ABOUT ME

The person
behind the work.

Bio
Timeline

Professional Experience
Beyond Design



Somewhere between building things and figuring out how they should work.



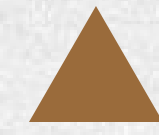
I came into design from a computer engineering background, so I've always sat somewhere between building things and figuring out how they should work. I got pulled into product design by actually making things myself, websites, interfaces, apps, prototypes.



What I enjoy most is taking something unclear and giving it shape, thinking through the flows, prototyping it, and working with developers until it actually ships. My technical background isn't separate from how I design, it's part of how I think through it.

Outside of work, I'm usually deep in 3D, animation, Blender, or watching anime. That mix of technical curiosity and visual obsession probably explains a lot about how I design.

I've always liked making things.



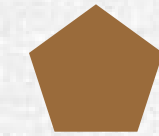
Rajkot

First time leaving home, in Class 6. New people, new routines, new responsibilities.



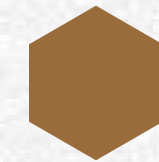
JNV

Learned to live independently. This is where the painting started.



Gandhinagar

Studied computer engineering, kept gravitating toward the creative side.



Ahmedabad

Design stopped being something I explored and became a career.

The tools changed. The places changed. But the instinct stayed the same. I like making things.



Before digital design, there was paint



Where the work actually happened.



Product Design Intern

May 2024 – Aug 2024
Internship

Miko is a consumer robotics company building AI-powered companion robots for children, combining hardware, software, and content into one experience. I worked across the digital ecosystem surrounding the robot, designing and producing product and marketing assets, and got my first real taste of designing at scale, contributing to 1,000+ digital assets while learning how a product team turns ideas into things that actually ship.



Founding Product Designer

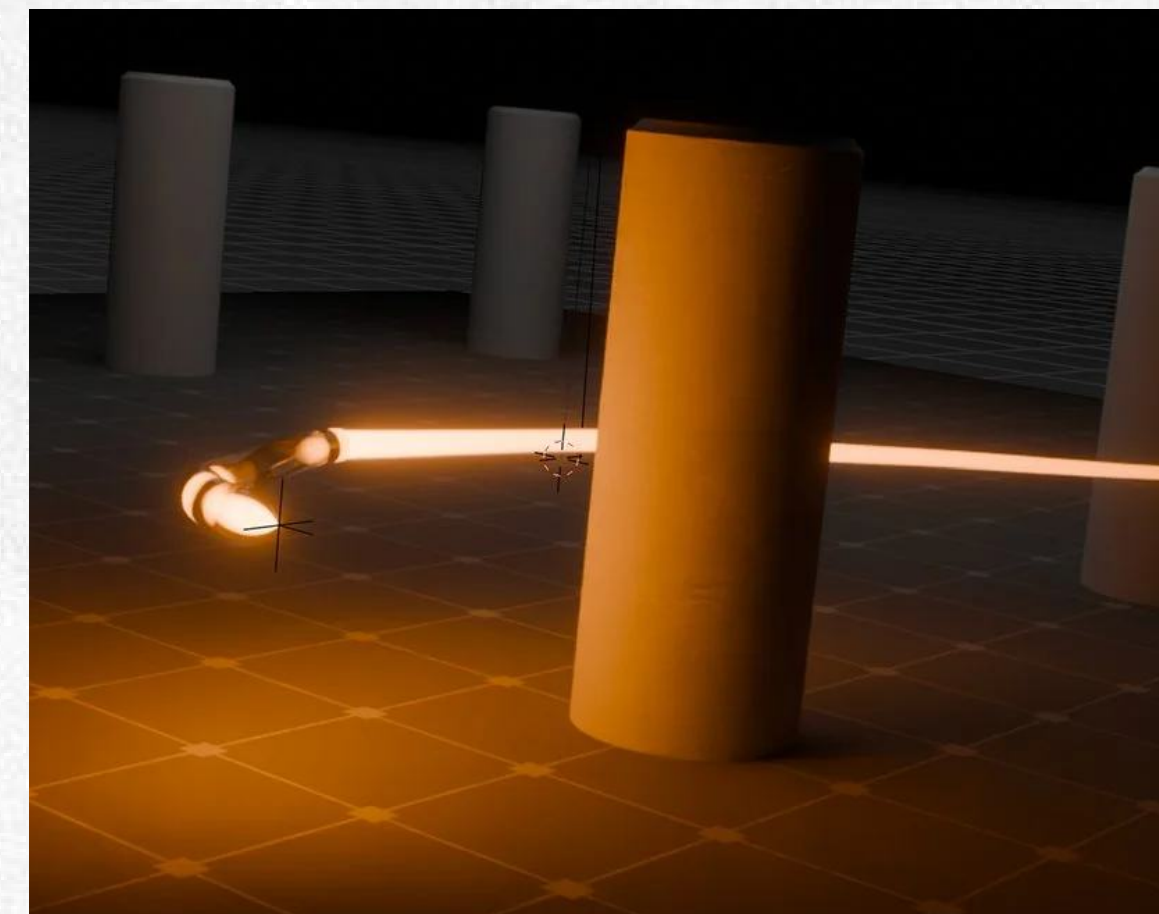
Nov 2024 – May 2026
Full-time

Techlusion is a Seattle-based technology consulting company building digital products across web, mobile, and physical interfaces. As founding designer, I owned design end-to-end, taking products from early concepts through UI, prototyping, and launch, including the company website, multiple product MVPs, and physical-interface work like the Kiosk.

Alongside this, I've taken on independent collaborations and personal projects, some of which are featured in Selected Work.

Design isn't the only thing I make.

Outside of client work, I spend a lot of time in Blender, building 3D scenes and animation experiments mostly for the sake of figuring out how they work. It's the same instinct that got me into design in the first place, take something blank, understand it, shape it into something real. I'm also deep into anime, which has quietly shaped how I think about visual style and storytelling more than I probably give it credit for.



1111

Thank You :)

Sagar
Bavarva

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