Sukanya Ray

Product design

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Education

Northeastern University
2014-2019

BFA Design, Concentration in Interaction Design

Experience

Stash
Design systems lead

November 2023 - March 2024

Owned management and development of Stash Design System (SDS), a robust design system that provides optimal scalability amongst designers, Android, iOS, and web developers.

Led focused efforts in collaboration with various platform engineers to ensure the integrity of SDS as the product grew in complexity.

Evangelized SDS on a regular basis to provide updates to the system, areas of improvement, and future plans.

Zeal
Founding designer

August 2022 - October 2023

Owned design and strategy of customer platform, including the launch of Zeal's design system and refactor efforts, resulting in 24 new customers in the span of 8 months.

Owned frontend experiences, leading team of 6 engineers through development of Zeal's component library, resulting in an experience that grew weekly active users by 16x in the first 6 months post launch.

Launched automated payroll run, a core Zeal feature, resulting in a $1.5M increase in daily processed monetary value and increasing the number of weekly active users by 16 times within its first 6 months.

Commsor
Product designer

March 2021 - August 2022

Led design of Commsor's core product alongside engineers and client-facing teams to grow and execute a shared vision.

Key projects include the development of Commsor's design system, automations, global search, and community management.

Protobrand
Product designer

September 2019 - March 2021

Led design of Protobrand's internal behavioral analysis platform.

Frequently gathered research from in-house consultants to better understand their use cases and pain points.

Awards

NASA International Space Apps
Global Nominee Winner

October 2020

Camp Figma
Runner-up

September 2020