

Sivaraman Krishnan

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About.

Sivaraman Krishnan aka Shiv is a Product Designer and a Creative Technologist specializing in **Generative AI, Automating Pipelines, Data Parsing and Rapid Prototyping.**

Professional Experience.

Freelance UI/UX Designer *ReplyQuick.AI • Jul 2025 – Present*

- Redesigned the entire UI from 0 to 1, delivering a fully functional, production-ready prototype.
- Collaborated closely with the software team in rapid, iterative sprints, providing polished design hand-offs and continuous updates.
- Led user tests and interviews, distilled insights, and fed feedback into design rounds to sharpen usability and feature fit.

AI Product Designer *Falsework Studio • Jun 2025 – Present*

- Collaborate on brand strategy, mood boards, and visual identity development for a creative IP and entertainment studio
- Prototype narrative-driven digital tools and user flows using Figma and Cursor
- Drive go-to-market efforts through interactive media prototyping for games and immersive tools

Freelance AI Stack Developer *The Day • Oct 2024 – Jan 2024*

- Designed custom AI workflows using ComfyUI and LLMs for content automation
- Developed modular pipelines for script-to-video generation, enabling scalable creative content production
- Built AI solutions for clients in need of rapid prototyping and visual storytelling workflow

Computational and Product Designer, Technologist *Cove Inc. • Jan 2025 – Jun 2025*

- Built interactive prototypes integrating LLMs, Cursor, JSON, and computer vision tools to simulate product behavior
- Collaborated cross-functionally with sustainability and architecture teams to define product specs and product management
- Created reusable prototyping templates, prompt libraries, and design systems to streamline development

Research Assistant *SCI-Arc • Jan 2024 – Apr 2024*

- Worked under Masha Hupalo and Case Miller on data visualization for design interpretation
- Leveraged generative models to enhance visual insights from large datasets

Architectural Designer *Techno Architecture • Jan 2023 – May 2023*

- Developed comprehensive technical drawings and elevations for various architectural projects
- Led interior design initiatives ensuring functional and aesthetic requirements were met
- Managed and oversaw a complete high school project from conception to completion

Architectural Visualizer *Freelance • Jan 2020 – Present*

- Produced high-quality 3D visualizations and VR walkthroughs with Unreal engine and AI rendering tools.

Skills & Tools.

AI/ML: Agents SDK, Cursor AI, Bolt.new, V0, ComfyUI, LoRA, LLMs, n8n, make

Programming: Python, JavaScript, React, React three fiber, tailwind,HTML/CSS

Design & Production: FigmaMake, Adobe XD, Rhino, Grasshopper, Unreal Engine, Unity, AutoCAD, Blender, Houdini

Presentation & Editing: Photoshop, Illustrator, InDesign, After Effects, Premiere Pro, MS Office

Rendering: Unreal Engine, Enscape, V-Ray, Twinmotion

Education.

MS In Architectural Technologies (Distinction) 2023-2024

Southern California Institute of Architecture (SCI-Arc) Los Angeles, California, United States.

Bachelors in Architecture (Distinction) 2018-2023

Sathyabama Institute of Science and Technology (SIST) Chennai, Tamil Nadu, India.

