

THAMIZH SELVAN

PRODUCT MANAGER

Product Manager with 6 years of experience driving product strategy, roadmap execution, and cross-functional collaboration. Proven track record of taking products from idea to launch, securing early customers, and influencing funding decisions. Skilled at turning user insights into growth-driving features, integrating emerging technologies (including GenAI), and building scalable systems that improve efficiency. Strong foundation in UX design, enabling me to deliver products that balance business outcomes with exceptional user experience.

[Portfolio](#)

[Linkedin](#)

thamizh.selvan.va@gmail.com

[+91-9791-86-4186](tel:+91-9791-86-4186)

WORK EXPERIENCE

6 YEARS

Product Manager

Shorter Loop | Remote | Jan 2024 - Jun 2025

- Defined product roadmap through user research, competitor analysis, and surveys, directly influencing feature prioritization and growth strategy.
- Partnered with engineering to launch three core features that secured the company's first paying customer and supported a \$250K funding round.
- Built and scaled the company's first design system, reducing design-to-dev turnaround time by 30% and ensuring consistent user experience.
- Integrated GenAI into user feedback workflows, transforming unstructured data into actionable insights that accelerated iteration cycles.

UX Designer

Shorter Loop | Remote | Dec 2022 - Dec 2023

- Conducted end-to-end user research (interviews, surveys, usability tests) that identified critical gaps between expectations and product experience.
- Led a full product redesign that streamlined onboarding and navigation, improving activation rates by 80%.
- Partnered with cross-functional teams to validate solutions and roll out design improvements, contributing to a measurable increase in user satisfaction and retention.

UI UX Designer

Phantom FX | Remote | Feb 2021 - Oct 2022

- Designed and launched a VFX project management application adopted by 8+ departments, streamlining production workflows across the studio.
- Built and maintained a scalable design system, reducing inconsistencies and cutting design cycle times by 40%.
- Improved product usability from a SUS score <10 to 90, driving adoption from 10% to 97% among internal teams.

EDUCATION

MS Software Engineering

Vellore Institute of Technology

SKILLS

- User Research
- User Surveys
- User Interviews
- Usability Testing
- Information Architecture
- Competitive Analysis
- Product Strategy
- Design Strategy
- Product Strategy
- Product Roadmaps
- Experiments
- Cross-functional Collaboration