

# Rinoj Nakarmi

Product Designer with 3+ years at software scale-up and manufacturing industry designing web applications, SaaS dashboards, and operational systems. My strongest work bridges digital and physical constraints — most recently, designing tablet interfaces for engine room data collection (qualitative research with field service engineers, non-office contexts). I conduct user research, design intuitive digital experiences, contribute to frontend implementation, and collaborate closely with product, engineering, and business teams to center user needs in every decision.

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in [Rinoj Nakarmi](#)

🌐 [Portfolio](#)

📍 Espoo, Finland

## Work Experience

### Wärtsilä Finland Oy

#### UX Research & Design Trainee

Full-time · Dec 2023 - Sep 2025 · Helsinki, Finland

##### Project 1: Field Data Collection Interface (Industrial B2B)

- Conducted remote research with 7 field service engineers (semi-structured interviews + photo elicitation) to understand why paper-based measurement forms were failing in engine rooms.
- Designed tablet-first interface optimized for environment: single-tap sequential flow (for greasy hands/gloves), inline validation (data errors cost thousands of EUR), high contrast typography (low-light conditions).
- Delivered research synthesis + tablet prototype + requirements document that shaped the platform roadmap. Presented findings to the steering committee, securing stakeholder alignment on shifting from laptop-first to tablet-first approach.  
→ [Case Study Link](#)

##### Project 2: Operations Dashboard (B2B SaaS)

- Conducted workshops, interviews, and job shadowing with 8 field coordinators as part of a 5-member student team to understand how they manage service jobs across multiple systems and identify key operational challenges.
- Co-designed clickable prototype in Figma (Lightning Design System) to support task prioritization, improve visibility of job, and help coordinators respond more effectively to changing conditions.
- Conducted user validation testing with field operations teams, refining how key data points are displayed and how users are guided toward appropriate actions.
- Co-pitched concept and business case to cross-functional leadership (product, engineering, operations). Secured approval and visibility for development roadmap.

### Bhoos Games

#### UX Designer

Full-time · Aug 2021 - Oct 2023 · Kathmandu, Nepal

##### Project 1: SmartBots Coding Challenge (Developer Analytics Dashboard)

- Designed an engagement dashboard for 870+ participants across 725 teams, translating invisible AI bot performance into visual, human-readable feedback loop that kept competitors returning throughout the challenge. Built on a customized Ant Design System.  
→ [Case Study Link](#)

##### Project 2: Website Redesign (Iterative product design with developers)

- Owned interaction design and content strategy for the company's website redesign during a pivot from card games to social gaming platform.
- Designed animated hero alternating between "Let's Build a Game" and "Let's Play a Game"; Team Deck flip-card animation (employees as playing cards with suit-symbol logic). Collaborated with developers to ship tight animation loop.  
→ [Case Study Link](#)

## Core

## Competencies

### User Research & Product Discovery

- Semi-structured Interviews
- Job Shadowing
- Workshops
- Photo Elicitation
- Usability testing & validation
- User journey mapping
- Workflow analysis
- Research synthesis & insight translation

### Product & UX Design

- Interaction Design
- UI design & wireframes
- High-fidelity prototyping
- Design systems & component libraries (Ant Design, Lightning Design System)
- UX copy & microcopy
- Data visualization for dashboards

### Technical & Tools

- Figma, Miro, FigJam, Jira
- AI-assisted Development & Iteration (Claude Code, Cursor, Gemini, ChatGPT)
- Frontend: React, TypeScript, Tailwind, Vite, Vercel

# Personal Projects

## Also Football (AI-assisted development)

July 2026

- Self-initiated website cataloging alternative ways to play and connect with football: street games (Panna, Futsal), tabletop games (Subsoccer), paper games (Paper Soccer), etc.
- AI-directed build using Astro 7 and React.  
→ [Live Link](#)

## The Drum Room (AI-assisted development)

May 2026

- Shipped a browser-based drum kit (15 patterns across genres, keyboard playable).
- Directed Claude and Gemini through ideation, code generation, and iteration. Deployed on Vercel.  
→ [Live Link](#)

## Cost Splitter (AI-assisted development)

April 2026

- Self-identified problem: 50/50 grocery splits with partner are inaccurate when consumption patterns differ.
- Built consumption-percentage-per-item logic to calculate fair net balance. Directed Claude and Gemini through full React + Tailwind build; iterated via Inspect Element and targeted prompts. Deployed on Vercel.  
→ [Live Link](#)

# Education

## Aalto University

### Master of Science, International Design Business Management

Aug 2023 - Dec 2025 · Espoo, Finland

- **Grade:** 4.07
- **Minor:** Human-Computer Interaction
- **Thesis:** Improving Usability and User Experience in Manual Data Collection for Field Service Engineers in Manufacturing. → [Thesis Link](#)
- **Awards:** Dean's Incentive Scholarship, School of Science (2024), Finland Scholarship Winner (2023), Aalto Scholarship Winner (2023)

## Vellore Institute of Technology

### Bachelor of Technology, Computer Science and Engineering

2017 - 2021

- **Grade:** 8.21/10

# Language Skills

**English:** Full professional proficiency  
(primary working language)

**Finnish:** Elementary proficiency  
(actively improving)

**Nepali:** Native or bilingual proficiency