

TANISHK SALAGAME

Product Designer / Interaction Designer

Designing behaviour not just screens

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01

EXPERIENCE

Daynero / UI/UX Designer

2026 — PRESENT

Designing a personal finance product for first-paycheck earners in India, currently pre-MVP with a waitlist of roughly 200–300 people.

- Shaped the core experience around one question: “How much can I safely spend today?” — turning account and spending data into a daily budget and contextual guidance.
- Own product design across the five-person team, working directly with product and engineering from product logic through interface behaviour.
- Designed the product around transaction understanding, manual spending, financial context and AI guidance rather than treating AI as a standalone chat feature.

Fluxion Studio / Co-founder & Product Designer

2026 — PRESENT

Co-founded a two-person design studio working directly with small businesses on paid digital projects.

- Turn client conversations into scoped products: defining requirements, pricing work, writing proposals and deciding what can realistically be designed and built.
- Stay involved beyond design — working through implementation constraints, client revisions and deployment rather than handing off at Figma.
- Designed and shipped Taamboolam’s live hospitality website, taking it from client requirements through interface design, enquiry flows, production QA and deployment.

02

SELECTED WORK

Ariadne / Creator & Maintainer

AI can produce work faster than we can trust it.

I kept hitting the same problem while building with AI: agents could generate work much faster than I could reliably verify it. So I built Ariadne, an installable developer tool that structures AI-assisted work around evidence, validation, independent review and escalation.

Released through v1.6.7, with automated checks for implementation, review, release and rollback, including a validated update and rollback path.

Athena / Product & UX Design

Understanding something isn’t the same as being able to retrieve it.

Qualitative research with students — including a focus group and 1:1 interviews — kept surfacing the same contradiction: digital tools made information easier to understand, but that did not mean learners could recall or apply it later.

Designed and prototyped Athena around a learn → explain/apply → review loop, separating content consumption from evidence that the learner could actually use what they had learned.

Invisible Interfaces / Independent Design Research

What happens when interfaces stop asking for attention?

An interactive web essay and set of interface experiments exploring how products can move work away from explicit taps, menus and commands toward behaviour shaped by context, intent and system state.

03

LEADERSHIP

Teens for Cancer Patients - South Bangalore / Co-President

2022 — 2025

Led fundraising and awareness initiatives with the chapter, helping raise ₹1L+ for cancer-patient support.

04

EDUCATION

Srishti Manipal Institute of Art, Design and Technology

2024 — 2028

B.Des — Human Centered Design

Google UX Design Professional Certificate / Meta Front-End Developer Professional Certificate

05

TOOLS & BUILD

Design Figma / Framer

Build React / Next.js / JavaScript / HTML CSS / Git / AI-assisted development