

NEELADRI BISWAS

PRODUCT MANAGER / INTERACTION PROTOTYPER / CREATIVE TECHNOLOGIST

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PORTFOLIO RESUME
Product systems · Physical computing
Spatial interaction · Prototyping

PROFILE

Product designer turned product manager and hands-on prototyper working across software, physical objects and spatial interfaces. At Reliance Jio, helped design QuickHire from 0→1 and now owns its day-to-day product evolution across a distributed hiring network of 6000+ Jio Points and Centres. Outside enterprise product work, builds experimental AI, tangible-computing and XR systems exploring what happens when interaction leaves the conventional screen.

EXPERIENCE

Reliance Jio — Product Manager

Mumbai · Feb 2026 – Present · Jio QuickHire

- **Own day-to-day product work** for QuickHire, Jio's off-roll recruitment platform across 6000+ Jio Points and Centres; major roadmap decisions align with senior leadership.
- Translate production issues and operational patterns into requirements, PRDs, engineering coordination and product capabilities across hiring, onboarding and operations.
- Reframed candidate intake from specific **Position** selection toward **Job Role + Location**, moving position assignment downstream; shipped July 2026.
- Drove self-service/process automation including hiring-manager withdrawal/rejection, candidate corrections, position updates and operations controls.
- Helped replace recurring manual Excel-based data movement with API integration and built operational visibility around funnel/status issues.

Reliance Jio — Product Designer

Mumbai · Aug 2023 – Feb 2026

- Designed the 0→1 candidate/recruiter experience for QuickHire, simplifying a fragmented paper/Excel-driven process and reducing candidate inputs from roughly **140 fields to ~30** through flow redesign and usability work.
- Contributed interaction design and product-system work across internal HR platforms including compliance, productivity and employee-service experiences.

EDUCATION

M.Des — Interaction Design

IIT Hyderabad · 2021 – 2023

Thesis: **Tangible & Embodied Interaction**. Built a functional smartphone-sensor prototype using ZigSim/OSC and Unreal Engine for embodied control and virtual videography; final experience: *Echoes from the Past*.

B.Tech — Electronics & Communication Engineering

VIT Vellore · 2016 – 2020

IEEE student leadership; founded an autonomous underwater vehicle team. Engineering foundation in electronics, sensors and physical systems.

SELECTED WORK

NudgeQ — Tangible AI Desk Companion

Independent · 2026 – Present

Physical desktop prototype exploring task-start friction through tangible interaction rather than another phone app. Built around ESP32-S3 hardware, round display, rotary input, IMU/orientation states and AI-assisted three-level task decomposition; iterated from electronics rigs to a working 3D-printed prototype.

SIFT — Cognitive Decomposition Experiment

Independent · Apr 2026 – Present · Product Hunt launch Jun 2026

Built a structured AI interaction that decomposes an abstract thought/task into progressively smaller actions. Early use exposed a contradiction: the phone interaction itself could be cognitively expensive in the moment of friction, directly informing the move toward NudgeQ's physical medium.

XR4U — Immersive Learning Initiative

Principal Investigator · 2024 – 2025

Designed and ran XR education explorations with students and educators, translating conventional lessons into immersive/spatial learning experiences and testing implementation constraints in real educational settings.

Check-in — Loyalty / Customer Check-in Product

Independent product · 2023 – 2024

Built an MVP for QR-based customer check-in, points, offers and visit history, then took it into real customer conversations. The project surfaced the tension between horizontal platform ambition and demand for vertical-specific customization.

TOOLS & CAPABILITIES

Product: Product ownership, PRDs/BRDs, requirements, stakeholder alignment, roadmap execution, operational workflows, usability testing

Interaction: Figma, Unreal Engine, Blender, TouchDesigner, ShapesXR, WebXR, spatial prototyping

Physical computing: ESP32, Arduino, sensors, OSC, Leap Motion, Ultrahaptics, electronics prototyping, 3D-print/CAD iteration

Focus: Physical computing · Tangible interfaces · Spatial interaction · Embodied AI · HCI

LEADERSHIP

IEEE, VIT Vellore: President / student leadership. Founded an autonomous underwater vehicle team, combining electronics, systems building and team execution.