

Sparsh Paliwal · Senior Product Designer

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SUMMARY

I'm a product designer with a background in software engineering. I co-led the design of Adobe's first iOS design system from 0 to 1. Years of design-systems work taught me to sweat the details: how an interaction feels, whether it's accessible, whether it holds up consistently, and how well it's implemented in code. My engineering background still shapes how I work: I dig into technically messy problems and speak the same language as the engineers I partner with. That fluency now extends to AI, which runs through everything I do, from research and exploration to prototyping, testing, documentation, and handoff.

EXPERIENCE

Adobe · Senior Experience Designer
Spectrum iOS

June 2023–Present · New York City, NY

- Co-led Spectrum's first iOS design system from 0 to 1, working with one designer and three engineers to build a native, scalable foundation now being adopted across Photoshop, Lightroom, Acrobat, and Premiere Mobile.
- Defined system foundations for primitive color, corner rounding, elevation, spacing, and accessibility guidelines; designed core components including Toast, Toggle, and Switch, ensuring they feel native to iOS while aligning with Spectrum's cross-platform identity and supporting Dynamic Type, Increased Contrast, VoiceOver, and motion preferences.
- Set up collaboration processes with product teams, including context gathering, trust building, and structured support; established a tight design-engineering workflow within our pod, where designers prototype in code and engineers contribute actively to design.
- Prototyped Spectrum's future direction in SwiftUI, exploring interaction patterns, animation, and visual expression; shared tutorials and resources that helped other designers work with SwiftUI, Cursor, and AI-assisted tooling.

Spectrum Web

- Contributed to Spectrum 2 Web by redesigning several components during the Spectrum 1-to-2 transition and helping migrate the system from Adobe XD to Figma. Designed and maintained complex components such as Tree View, used across Photoshop and Illustrator Web.
- Collaborated closely with engineering on Spectrum's design-token architecture and created a Figma plugin that made token exploration easier for designers; the plugin was used by 100+ designers at Adobe.
- Improved team efficiency by establishing a streamlined design-review process. Set up a retrieval-augmented generation system that lets designers search 10–12 years of Slack and wiki knowledge, reducing support load and making Spectrum's long-term decisions easier to access.

Adobe · Experience Design Intern

June 2022–August 2022 · Remote

- Explored and audited the Progressive Web App landscape to define a set of interface patterns and strategies for Creative Cloud web applications.

Adobe Research · Research Assistant

August 2021–May 2023 · College Park, MD

- Created a tool that made PDF-form accessibility remediation 2.8 times faster and more accurate than Adobe Acrobat by using machine-learning predictions, validated through a 20-participant user study. The tool let users review and bulk-correct model-generated changes while helping the model improve from their corrections.
- Built an interactive ReactJS prototype for design and usability validation, enabling rapid iteration and demonstrating the effectiveness of ML-assisted remediation for complex PDF forms.

Trusting Social · Senior UI Developer

May 2019–November 2019 · Pune, India

- Worked on user onboarding for a money-lending application. Built web forms that rendered dynamically based on users' credit scores. The implementation eliminated repeated front-end development, decreasing delivery time for specialized forms by an estimated 90%.

PharmEasy · Senior UI Developer

October 2017–April 2019 · Mumbai, India

- Interviewed users with the product team to identify bottlenecks in a doctor-consultation application. Led a team of three to rewrite and publish the redesigned Android application, reducing average case-handling time by 20% and increasing revenue by approximately \$1.25 million.

Google Summer of Code · Designer and Developer Intern

May 2016–August 2016 · Remote

- Designed and developed a game that took users through a journey in which they tried different accessibility features, including font settings and screen contrast, and discovered the settings that best improved their access to digital resources.

TECHNICAL SKILLS

Product design: Design systems, interaction design, accessibility, user research, contextual inquiry, usability testing, data visualization

Prototyping: Figma, SwiftUI, React, HTML, CSS, JavaScript

AI and tooling: Developing LLM-powered applications, MCP servers, retrieval-augmented generation (RAG)

Motion and 3D: After Effects, Blender

EDUCATION

MS, Human-Computer Interaction · University of Maryland, College Park

2021–2023 · College Park, MD

Bachelor of Technology in Information Technology · National Institute of Technology Durgapur

2013–2017 · Durgapur, India