

Prelisa Dahal

Product Designer

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Summary

Product Designer with 4+ years leading end-to-end design across enterprise SaaS and consumer products. Built design systems serving 500+ users, designed 0-to-1 enterprise platforms that replaced manual workflows, and shipped a Web3 game played by 5,500+ users. MS in Computer Science (Highest Distinction, 3.91 GPA) with hands-on comfort in code and AI prototyping tools.

Experience

Product Design Intern, DOSE (ADHD support platform)

Jan 2026 – May 2026 · San Francisco, CA

- Designed task planning, emotional regulation, and idea capture workflows (SPARK, WAVE, Popcorn); prototypes validated with users and shipped to production.
- Ran user interviews and usability tests with ADHD users, translating behavioral patterns into product decisions.
- Collaborated with PM and engineering on tight build cycles, iterating from Figma prototypes to shipped features.

Product Designer, Venture23

Jun 2023 – Jul 2024 · Web3 product studio

- Owned end-to-end UX and visual design for Vendetta, a blockchain gaming platform with 5,500+ global users and 250–300 daily active players.
- Redesigned onboarding, reducing user drop-off 40% and shortening engineering build time 50% through clearer specs and reusable patterns.
- Designed a reusable Web3 game UI component library, cutting developer integration time in half.

Product Designer, Leapfrog Technology Inc.

Feb 2021 – Apr 2024 · 500+ person studio building for US clients · Promoted from UX Intern to Product Designer

- Built and owned company-wide design system foundations across 4 global offices, cutting design-to-development cycles 15% and improving consistency across internal products.
- Designed a 0-to-1 enterprise staffing platform replacing manual Excel workflows for 500+ operators, reducing coordination time 65% and lifting user satisfaction above 90%.
- Redesigned the performance evaluation system (PULSE) for 500+ employees, shifting from annual reviews to continuous feedback: evaluation time cut 85%, feedback frequency up 12x, fairness ratings doubled (2.1 to 4.3/5).

Awards

Best Use of Claude, CalHacks 12.0 (2025). Anthropic's prize at UC Berkeley's flagship hackathon for an agentic AI product built on Claude.

Education

MS, Computer Science · San Francisco Bay University (2024 – 2026) · Highest Distinction, 3.91 GPA

BS, Computer Science · Kathmandu University, Nepal (2015 – 2019)

Skills

Design: Product Design, Design Systems, Interaction Design, Information Architecture, Prototyping, Accessibility (WCAG)

Research: User Interviews, Usability Testing, Journey Mapping, A/B Testing, Data-Driven Design

Tools: Figma, Framer, FigJam, Claude Code, Cursor, HTML/CSS/JavaScript