



# Nikhil Tailang

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## Work Experience

### Anagrammatic Software Since 2023

#### Founder

Bringing my design and app-development skills together, I am building iOS apps to explore the use of AI/ML for consumers and small-businesses. Made 3 iOS apps.

- 2025 • PhotoLotus is an iOS app for small business owners to create product photoshoots using AI.
- 2024 • Gyansie is an iOS app that uses AI to analyze screenshots that one collects and turn them into actionable widgets and a personal knowledge bank.
- 2023 • Unnstretch makes the wisdom from Bhagavad Gita accessible to modern users by reinterpreting verses from the ancient Indian epic into modern-day scenarios and tools.

### Adobe (India) 2014 — 2023

**2022 - 2023 Staff Experience Designer, Emerging Design**  
Partnering with a cross-geo product team to deliver a ML-driven object-oriented image editing experience. Helping the team set up processes for tracking signals for innovation and incubation, and managing the project pipeline. Helped my team navigate major leadership changes, and a merger with two cross-geo teams.

**2020 - 2022 Senior Experience Designer, Machine Intelligence Design**  
Designed, prototyped and proposed experiences for future of digital images, digital painting and ML-driven vector graphic creation. Conducted workshops for the Adobe Design India team to familiarize designers with Machine Learning and equip them to use it as a material to design with. Conducted various sprints and workshops for product teams to help them identify use cases for ML in their products. Hired and mentored design and prototyping interns.

**2016 - 2020 UX Designer 2 - UX Designer 3, Adobe Design Lab**  
As a founding member of an incubation team - Adobe Design Lab in India, working on a 3-5 year timescale, I helped define the charter and processes for such a team. Designed, prototyped and proposed experiences driven by emerging technologies like computer vision, voice interfaces, and intelligent agents for creativity software. Mentored 3 design interns on projects around vector graphics, digital wellbeing for creatives, and spatial and natural user interfaces.

**2015 - 2016 UX Designer, Adobe Technical Communication Suite**  
Designed and delivered user experiences for Adobe FrameMaker and Adobe RoboHelp to help large enterprises and authors create reference manuals and large textbooks. Designed and delivered a 1.0 product - AEM Guides - based on my internship work.

**H2, 2014 UX Design Intern, Adobe Technical Communication Suite**  
Conceptualized the cloud vision for Adobe Technical Communication Suite. Designed a system of web applications, a companion mobile app, and a browser extension for authoring technical content like user manuals. Designed and built an interface for accessing technical assistance content on Google Glass for on-site technicians.

### Others 2008 — 2012

**2011 - 2012 Front-end Software Engineer, Kodeplay**  
Designed e-commerce websites and a learning management system.

**2008 - 2011 Freelance Web Designer and Developer**  
Designed interactive portfolio and project websites for artists, directors and film producers.

## Teaching & Mentorship

Designed and conducted courses in Interfaces & Interactive Design, Creative Coding, Physical Computing and a Concluding Course for undergraduate design students at The Design Village, a design college at Noida, India.

Jury panelist for various project juries for students in different semesters. Mentored various Design students for their final design projects and dissertations.

Hired and mentored 5 design and prototyping interns between 2018 and 2022.

## Talks & Workshop Facilitation

### Designing with AI and ML

Co-attended and conducted a workshop on designing design tools with artificial intelligence and machine learning. Ran this for the Adobe Design team in India.

### Project Make it Pop

A demo showing the use of computer vision and artificial intelligence to make it easy and quick to create and animate vector illustrations. This demo at Adobe MAX Sneaks (part of Adobe MAX 2021, Adobe's annual creativity conference), conceptualized by me, was one of eight selected from about 150 ideas submitted from all across the company.

### Introduction to Futures Thinking

An introduction to design fiction and tools used for identifying signals and trends and applying them to Futures Thinking. This was a talk at Adobe Design Lunch and Learn series for designers from the Europe and India teams.

### Generative Bread

A talk and a tasting session at Adobe Design Mix 2019 of strange yet palatable breads baked using recipes generated by a model operating on 32 parameters identified from my experience of baking bread.

### Designing and Prototyping AR Experiences

A virtually-held talk and workshop for students of Interaction Design at Srishti Institute of Art, Design and Technology, Bengaluru.

### ML4D: Machine Learning for Designers

A 3-part hands-on introduction to machine learning aimed at equipping designers in using ML as a material to design with. This workshop was conducted for 30+ designers of Adobe Design India. Part 1 was also offered at EyeMyth Festival 2019 for 10 participants.

### Interactive Installations - An alternative way to playfully explore technology

A talk at Adobe Tech Summit 2019 - Adobe's annual internal technology summit held at San Francisco, USA - sharing experiences and learnings from using interactive installations to introduce early-stage technologies to potential users, and sense their initial pulse about them. The talk was attended by about 30 product managers, technology researchers, engineers and usability researchers.

## Interactive Installations

*Combined, more than 2300 people have interacted with these installations that explored the idea of designing playful, natural and spatial user interfaces for emerging technologies.*

### Hey, Type!

Generating and exploring Font Variations through presence, body posture and hand gestures.

*Adobe Design Mix - Noida, India, 2019.*

### WiseSage

Printed takeaways with witty and profound nuggets of "wisdom" for conference visitors using a text generation model trained on science-fiction and essays on design and philosophy, exposed through a vintage, "wise-looking" computer.

*Adobe Design Summit - San Francisco, USA, 2018.*

### AirDraw

Wave your phone as a wand in the air to collaboratively create artwork on massive displays at conferences venues.

*Adobe Makelt - Sydney, Australia, 2017. • DesignUp - Bengaluru, India, 2017. • INTERACT 2017 - Mumbai, India, 2017.*

### XD Music

Co-created a touch-enabled, audio-visual experience to introduce members of the Design team in India to the rest of the Design organization at Adobe, delivered through a 70-inch touch-screen.

*Adobe Design Summit - San Francisco, USA, 2016.*

## Education

### Master of Design, in New Media Design

National Institute of Design. 2012 - 2015.

### Master of Computer Application

University of Mumbai. 2008 - 2011.

### Bachelor of Science, in Computer Science

University of Mumbai. 2005 - 2008.

## Key Skills

- Interaction design,
- Interactive prototyping,
- Futures thinking,
- Workshop facilitation,
- Mentorship,
- Connecting the dots between technology and user needs,
- iOS app development

## Most-used Tools

- Figma, Keynote, Apple Motion,
- JavaScript / HTML / CSS, Claude Code, Xcode, VS Code

## Patents

- **US 12423888 B2** - Vector Object Generation From Raster Objects Using Semantic Vectorization.
- **US 10853983 B2** - Suggestions to Enrich Digital Artwork.

## Publications

### Machine Learning for Designers

[Medium, Adobe Design Lab](#)  
Co-authored

### Who is the modern Indian creative?

[Adobe Creative Blog](#)

## Other Interests

- Aviation
- Hydroponics
- Faceting gemstones
- Baking bread