SABARIMANI P

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EDUCATION

NextLeap   April 2026 – Present
Product Manager Fellowship

Bannari Amman Institute of Technology (Anna University)   Nov 2022 - Present
B.E. Electronics and Communication Engineering   CGPA: 8.07/10

TECHNICAL SKILLS

Product Management: Product Strategy, User & Market research, Problem discovery, Prioritization frameworks (RICE, ICE, MoSCow), Agile/Scrum.

Data & Analytics: SQL, Data visualization, Product metrics (AARRR, DAU, D30), Funnel analysis, Cohort analysis, A/B testing, Excel.

UI/UX Design: Figma, UX research, User journey mapping, Wireframing, Prototyping.

Tools &/ Platforms: Notion, n8n (automation flows), Google Analytics, Gupshup (conversational flows), Leadsquared (CRM), GitHub, Postman, VS Code, Microsoft Clarity, Google Colab, Claude AI.

Technical: Frontend fundamentals, Backend & API understanding.

Interpersonal: Customer empathy, Cross-team collaboration, Stakeholder management, Data-driven decisions.

EXPERIENCE

Infinity Learn by Sri Chaithanya - Associate Product Manager (Intern)   Jan 2026 - Present

- Promoted to single point of contact for GreyLabs within 45 days of joining, owning the initiative end-to-end across data pipelines, campaign execution, and revenue operations.
- Owned execution for a team of 3+ sales associates, driving daily performance across lead allocation, follow-ups, and demo bookings, while partnering closely with sales heads to maximize demo connections and conversion outcomes.
- Scaled demo-to-conduction rate from 25% to 33–35% by leading sales associates' execution, enforcing structured follow-ups, and partnering with sales heads to optimize conversion workflows.
- Developed an internal AI-powered call analysis tool using n8n to audit AI calls and improve the call Scripts regularly for better outcome.
- Owned and built end-to-end sales execution workflows, establishing SOPs for lead tracking, follow-ups, and conversion processes.

PROJECTS

FamWish – Goal based purchase for Fam
Product Strategy, UX Research, User Journey Mapping, MVP Design, Working Prototype

- Introduced a Goal-based earning feature for FamPay where teens submits wish request of a Product with a reason, and parents approve it and setting tasks with reward amounts
- Solving retention problem by designing a feature that gives both teens and parents a reason to open the app every single day and it increases DAU and D30 metrics rapidly.
- Built and shipped a working prototype using AI, reducing prototyping time by 60%.

Google Pay – Product Redesign and User Experience Improvement
UX Research, Value vs Effort Framework, Mockup Design

- Conducted user research with 36 participants and Identified three core pain points in GPay – Complex UI, irrelevant rewards and missing expense insights.
- Proposed 3 fixes using Value vs. Effort framework - cleaner navigation, AI expense tracking, and a smarter personalized reward system.
- Designed detailed mockups covering improved navigation flows, expense breakdowns, and personalized reward discovery.

Techgium 7th Edition – Image Processing in Harsh Environment
Hackathon Finalist(Top 30/400+), end to end product development

- Built and presented a robot that navigates harsh environments using LiDAR, thermal cameras and GPS reaching the finals of TECHgium 7th Edition with real-world use cases in mining, defense and rescue operations.

ACHIEVEMENTS

Boxing Trainer – Student Coach   March 2023 - Present
- Trained 10+ students in boxing, building discipline, self-control, and personal growth.