Kyrylo Baukin

Product Designer / Mobile, web, AI products & design systems

Barcelona, Spain
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Portfolio

Product Designer who takes AI and consumer products from strategy to working prototypes - moving from Figma to Claude Code, Vercel, and native SwiftUI. 6+ years across mobile, web, information architecture, design systems, and research-informed iteration.

Experience

Metacarbon | Product Designer (Contract) / *October 2026 - November 2026*

- Partnered directly with founders to shape the end-to-end UX and visual direction for a privacy-first personal intelligence product that turns life data into an AI-grounded personal record.
- Simplified information architecture, navigation, and source transparency, then built interactive prototypes for core timeline and search experiences.
- Worked in Claude Code throughout as a design-to-prototype environment, translating product decisions into functional Vercel prototypes, testing interactions in code, and preparing clearer implementation handoffs.
- Designed contextual AI-assistant patterns that preserved user control and source transparency; evolved the design system, theming, and implementation-ready specifications.

Genesis Tech (Findies / formerly Dealpump) | Product Designer / *March 2025 - June 2026*

- First product hire, owning end-to-end design across Dealpump social shopping and Findies AI styling: mobile app, web funnels, branding, and visual rebrand.
- Designed retention offers that kept final cancellations below 10%.
- Built Amplitude dashboards for feed, onboarding, and cancellation funnels to surface UX friction and prioritize iteration; ran 20+ tests across 150+ participants and established a bi-weekly after-release check process.
- Used AI-assisted workflows to accelerate concept-to-prototype work and implementation handoffs, including product-intelligence and content-production assistants.

Other Land Studio | Product Designer / *June 2023 - February 2025*

- Led the design system for a Saudi Arabia B2C telecom app serving 15M+ monthly users, reducing inconsistencies 40% and speeding design-to-dev workflows 30% across RTL Arabic and LTR English.
- Researched and designed UX for Spilt, a US social TV-discussion app, using 200+ surveys and 20+ interviews; built scalable IA/UI concepts and documentation.

Goodface Agency | Product Designer / *September 2022 - June 2023*

- Led UX/UI for Omni Discord Manager, organizing 30+ admin features into a scalable interface; created a custom UI language, 50+ icon set, and developer-ready websites.

Awesomic | UI/UX Designer / *March 2021 - August 2022*

- Designed websites, e-commerce platforms, and landing pages, improving client engagement by 25% on average.

Independent Product

Humix | Independent Product Designer & Developer - in development / *2026 - Present*

- Leading end-to-end product development for a personalized ambient-sound mixer for focus, relaxation, and atmosphere - from product strategy and UX to visual identity and native implementation.
- Designing the native iOS experience in SwiftUI: scene-based soundscapes, audio mixing, saved mixes, timers, Now Playing controls, and background audio; building reusable product patterns through AI-assisted development.

Skills

Core product design: Product strategy & discovery, information architecture, interaction design, mobile & responsive web UI, design systems, accessibility, RTL interfaces **Research & measurement:** User research, usability testing, surveys, funnel analysis, Amplitude **AI & technical prototyping:** AI interaction design, Claude Code, Codex, functional Vercel prototypes, SwiftUI, GitHub **Design tools:** Figma, Framer, Maze, Userlytics **Languages:** English (advanced), Ukrainian (native)

Education

Dnipro National University - MA in International Relations (January 2022)

Dnipro National University - BA in International Relations (June 2020)

Projector Institute - UX Basics (October 2020)