

# Alex Diakov

## Senior Product Designer | Deep Tech, AI & Complex Systems

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I architect zero-error systems for industries where a design mistake can cost millions. With over 7 years of experience, my focus is on architecture over aesthetics, specializing in reducing cognitive load in high-density data environments. I bridge the gap between design and production by building functional React prototypes using AI-augmented workflows to validate complex logic at high speed. I operate with full autonomy as a self-managed unit, dedicated to transforming operational chaos into predictable, safe ecosystems for Institutional DeFi and AI

### EXPERIENCE

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#### Product Designer | GlobalLogic (Client: Hitachi High-Tech)

May 2024 – Dec 2024

- **High-Stakes Interface Design:** Designed HMI for semiconductor hardware where a single user error costs \$1M+.
- **Error Prevention:** Designed safety protocols and real-time monitoring to block irreversible operator mistakes (**40%** error reduction).
- **Workflow Optimization:** Transformed complex legacy workflows into intuitive digital controls, cutting onboarding time by **25%**.

#### Senior User Experience Designer | Ciklum (Client: Tobii)

Mar 2021 – May 2024

- **Complex Data Visualization:** Architected the analytics interface for interpreting massive datasets (heatmaps, gaze plots), enabling Fortune 500 clients to make decisions without cognitive overload.
- **Workflow Optimization:** Re-engineered complex research setup flows, reducing user time-to-start by **52%** and eliminating configuration errors.
- **Product Redesign:** Spearheading a full redesign of the core user interface which resulted in a **37%** increase in software usage and significant revenue growth.

#### UX/UI Design Instructor | Beetroot Academy

Sep 2021 – Feb 2023

- **Mentorship & Leadership:** Mentored 40+ students in HCI and Design Systems, maintaining a **90%** student satisfaction rate.
- **Communication:** Honed the ability to deconstruct complex technical and design concepts into simple, actionable frameworks for junior teams and non-technical stakeholders.

#### UX/UI Designer | Filmocracy

Apr 2020 – Mar 2021

- **Economy Design:** Architected a Watch-to-Earn economy layer, introducing virtual currency and staking mechanics where user ratings determine asset visibility..
- **Growth Mechanics:** Revamped the core user loop with behavioral incentives, increasing retention by **15%** and boosting Daily Active Users
- **Interactive Model:** Led the pivot from passive consumption to an active social economy, significantly increasing user time-on-site.

#### Mid-level UX/UI Designer | Great People

Apr 2018 – Mar 2020

- **Delivery & Client Success:** Executed high-volume web design projects across diverse industries (e-commerce, SaaS, services). Consistently met tight deadlines while maintaining high design quality standards for international clients.

## PRODUCT VENTURES & INNOVATION

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### **Sparky AI (SaaS Startup)** (Co-Founder & Product Lead)

Spearheaded the end-to-end creation of an AI-driven platform, transforming raw LLM potential into a structured SaaS product.

**Product Strategy:** Designed the system logic for AWS deployment and seamless AI model integration.

**Revenue System:** Built a granular token-based pricing model to ensure positive unit economics and precise usage tracking.

**Outcome:** Delivered a production-ready MVP. Successfully validated technical feasibility and user flows before the project was sunset due to funding constraints.

### **Nexelf (Educational Platform)** (Product Creator & Engineer)

Designed and deployed a niche educational resource focused on logic and critical thinking.

**Hybrid Implementation:** Leveraged Webflow for rapid deployment, extending functionality with custom JavaScript for interactive quizzes.

**Product Ownership:** Managed the entire lifecycle from UI design to web publishing and search engine optimization.

## CORE COMPETENCIES

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**EXPERTISE:** Deep Tech & Enterprise SaaS, Complex Data Visualization, High-Stakes Interface Design, Risk Management UI, Zero-Trust Governance, Gamified Economy Design.

**DESIGN:** Figma (Variables Auto-layout), Information Architecture (IA), Design Systems Architecture, Rapid Prototyping.

**AI-AUGMENTED DEVELOPMENT:** Prompt Engineering for UI/UX, AI-assisted React/JS Prototyping, LLM Integration Patterns.

**TECHNICAL LITERACY:** UX Engineering (HTML/CSS/JS), Webflow (Expert), Product Analytics (GA4/Clarity), Technical Feasibility Assessment.

## EDUCATION

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### **Certified in Screen-Based & Wearable Eye Tracking**

Tobii Academy | 2022

### **Design for the 21st Century with Don Norman**

Interaction Design Foundation | 2023

### **Advanced React and AI Integration workflows**

Self-Taught | 2024-2025