

MICHAŁ ALEKSANDER

Senior Product Designer - Enterprise Platforms / Trust & Safety / Governance

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SUMMARY

Senior Product Designer with 15+ years building production-grade digital products across mobile and complex enterprise workflows. Strong in governance-heavy environments: turning ambiguity, constraints and risk into shippable systems that improve decision quality, speed and trust. Comfortable leading discovery to delivery, aligning stakeholders, and shipping under pressure.

CORE STRENGTHS

Enterprise workflows · Platforms · Trust, Safety & Governance patterns · Research & sensemaking · Workshops · Stakeholder alignment · Interaction design · Information architecture · Service flows · Design systems · Prototyping (Figma) · Delivery partnership with engineering · Data-informed UX (funnels, analytics, experimentation) · AI-augmented workflow (synthesis, ideation, acceleration)

EXPERIENCE

RTB House - Senior Product Designer / Design Ops

Poznan, Poland (Remote) | 2024 - Present

/ COMMON FAILURE STATE

[OUTPUT: HIGH] → [COHERENCE: ZERO] → SIGNAL: LOST

/ CURRENT OPS

[INVENTORY: MAPPED] → [ARCHITECTURE: DESIGNING] → SYSTEM: CALIBRATING

Keywords: Enterprise UX, AdTech, governance, design systems, AI augmentation, federated architecture

Era Velocity - Fractional Product Designer / Consultant

Poznan, Poland (Remote) | 2020 - Present

- Delivered high-impact design across mobile apps and enterprise SaaS products, owning end-to-end: discovery, concept, iteration, dev handoff, release.
- i-Rays / Omnilogy (2024): 12 design deliverables in 10 weeks for an AI-powered IBM i observability platform - repositioned product from "monitoring tool" to "Behaviour-Driven Observability" across 6 stakeholders and 3 companies.
- Ran workshops and research to align stakeholders, clarify requirements, and reduce ambiguity into actionable scope.
- Built reusable community assets: UXR Kit (952 users), UX & Research Kit (822+ users), Ava - GPT Design Partner (100+ users).

Keywords: consulting, enterprise SaaS, IBM i, discovery, facilitation, UX research, design systems

BuildBook (US) - Mobile Product Designer

Poznan, Poland (Remote) | 2022 - 2024

- Redesigned core mobile experience (iOS & Android) for the US construction market, delivering engineering-ready specs that reduced developer handoff friction.
- Led Sketch-to-Figma migration, building a dual-layer mobile design system adopted across the product.

Keywords: mobile UX, construction SaaS, chat integration, design systems, performance

EARLIER EXPERIENCE

HoLidayCheck AG (Senior Product Designer, 2016-21) · **OLX Group** (Senior Product Designer, 2021-22) · **Pearson** (UX & Design Manager, 2014-16) · **ALlegro** (Senior Usability Designer, 2009-14)

SELECTED WORK

Enterprise Observability / i-Rays

Repositioned legacy platform into production-grade system. 12 deliverables in 10 weeks.

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Governing Design at Scale

Federated design system governance for 40+ internal tools. From chaos to scalable autonomy.

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Conversational UX Before the AI Era

Chat-based interaction in construction workflow. Reliability and comprehension over novelty.

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EDUCATION

2001 - 2005 **University of Wroclaw - BA, Journalism & Social Communication**

TEACHING

2014 - 2016 **Adam Mickiewicz University - Guest Lecturer**

PUBLICATIONS

2024 **"Product Designer in a Scrum Team - A Practical Guide"** ebook

SKILLS

PRODUCT & UX:

discovery, user research, usability testing, IA, interaction design, prototyping, design systems, UX writing, accessibility

DELIVERY:

workshop facilitation, stakeholder management, product thinking, agile collaboration, dev handoff

TOOLS:

Figma, FigJam, ChatGPT, Claude, Midjourney, Miro, Jira, Confluence, FullStory

LANGUAGES:

Polish (native), English (C1 professional working proficiency)