

Andrei Shulgach

Product Manager, AI Products & Platforms

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Product lead, ten years shipping B2B analytics, AI, and developer tools: an AI film-production platform used on SHOWTIME, Prime Video, and Tubi productions; Unity tools used by 40,000+ developers; a live subscription gaming platform. Runs discovery with domain experts; builds AI pipelines hands-on.

EXPERIENCE

Global Director of Business Development DFAD Sep 2024 - Present

- Lead business development across four continents for DFAD, an audio branding and production studio serving film, TV, and game clients, with a team under ten; also lead internal product and tooling.
- Defined and built AI research tools (stock, competitor, talent scanning) that score, rank, flag, and compare, making hiring more efficient; built the agents, retrieval, per-task models, and eval sets.
- Designed and built operations and product-management systems for DFAD's global infrastructure, and an Electron macOS launcher ecosystem with hosted DMG distribution and automated updates.

Product Lead and Developer Void Arcade Dec 2025 - Present

- Shipped Void Arcade (voidarcade.com): 19 browser games, accounts, levels and badges, weekly leaderboards, a ticket-and-token economy with shop, and Season Pass subscriptions via Stripe.
- Own product on a weekly retainer: approve development across games; AI generates titles on modular templates under phased human review and turns player feedback and votes into proposals I approve.

Lead Product Designer Cross Screen Media Aug 2021 - Nov 2025

- Led design on a B2B political advertising platform, unifying audience discovery, planning, and measurement into one product behind multi-million-dollar campaigns; company revenue grew 300%.
- Rebuilt the Audience Builder on a year of research with campaign managers, planners, and directors: real-time drag-and-drop with live sizing; thousands of segments cut to hundreds.
- Built the user research function from scratch (Heap dashboards, event-tracking rules with engineers, user funnels), still in use; rebuilt the design system on MUI, cutting builds from days to hours.

Lead Product Designer, Cineshots.AI Cinegach Studios Jan 2023 - Dec 2023

- Led 0-to-1 design with the CEO and engineering: AI turns scripts into shot lists; up to 90% less pre-production time reported; used on SHOWTIME, Prime Video, Tubi productions.
- Validated with working cinematographers for three months before code; resolved the model-detail versus speed trade-off with progressive loading and kept first-time activation under 10 minutes.

Product Designer, Unity Developer Tools SlimUI Jun 2016 - Dec 2021

- Led design and development of five Unity Game Engine tools reaching 40,000+ developers.

SKILLS

Product: discovery, expert validation, prioritization, trade-offs, cross-functional alignment, B2B SaaS

AI: human-in-the-loop UX, agents, RAG, model selection, eval sets, AI-assisted dev, Claude Code, Codex

Technical: Figma, React, Node.js, Electron, Supabase, Vercel, Stripe, GitHub, macOS distribution

EDUCATION

Harford Community College | Honors AS, Computer Science, Magna Cum Laude