Andrei Shulgach

Senior Product Designer, AI Products & Platforms

andrei@shulgach.com
www.shulgach.design

Senior Product Designer, ten years on complex software: B2B analytics, production workflows, developer tools. Shipped a 0-to-1 AI product; now builds AI tools, apps, and a live arcade.

EXPERIENCE

Independent Product Designer Confidential Clients & Independent Products Dec 2025 - Present

- Built AI research tools (stock scanning, team and competitor profiles) that score, rank, flag, and compare; pipelines built end to end: agents, live retrieval, per-task models, eval sets.
- Discovery to implementation: global-infrastructure ops systems, audio tools validated with audio directors, an Electron macOS launcher ecosystem with DMG distribution and auto-updates.
- Shipped Void Arcade (voidarcade.com): 16 games (new titles AI-generated with phased human review), paid subscriptions; AI turns player feedback into change proposals for admin approval.

Lead Product Designer Cross Screen Media Aug 2021 - Nov 2025

- Led design of a B2B political advertising platform: audience discovery, media planning, and TV, digital, and CTV measurement unified behind multi-million-dollar campaigns.
- Rebuilt the Audience Builder on a year of research: real-time drag-and-drop segments with live sizing; thousands of segments consolidated to hundreds.
- Rebuilt the design system on MUI (builds from days to hours); founded the user research function; designed crosstab and TV insights reporting with data science.

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

- Led 0-to-1 design of Cineshots.AI: AI turns scripts into shot lists (camera moves, gear, shoot days); up to 90% less pre-production time reported; used on SHOWTIME, Prime Video, Tubi productions.
- Human-in-the-loop UX: AI suggestions with visible reasoning, fully editable, manual overrides.
- Validated with working cinematographers three months before code; data-dense editor and progressive loading kept first-time activation under 10 minutes.

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

- Led design and development of five Unity developer tools, including Free-Cursor Controller, reaching 40,000+ developers; owned UI/UX and brand.

SKILLS

AI Products & Prototyping: human-in-the-loop UX, agents, retrieval-augmented generation, per-task model selection, eval sets, AI-assisted development, Claude, Claude Code, OpenAI Codex

Product Design: 0-to-1 products, complex workflows, data-dense UI, data visualization, dashboards, design systems, user research, domain-expert validation, B2B SaaS, developer tools, Figma

Technical / Platforms: HTML/CSS, React, Node.js, Electron, C#, Unity, REST APIs, Git/GitHub, VS Code, Supabase, Vercel, Stripe, macOS app distribution, database-backed apps

EDUCATION

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