Andrei Shulgach

Senior Product Designer, Enterprise & B2B Platforms

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Senior Product Designer, ten years on complex B2B software: analytics platforms, operational systems, professional workflow tools, developer tools. Four years leading design of a political advertising platform as company revenue grew 300%; now designs and builds internal and client systems end to end.

EXPERIENCE

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

- Discovery to implementation: product-management and ops systems for global infrastructure, internal systems, and audio-production tools validated with PMs, engineers, and audio directors.
- Designed and built an application ecosystem: an Electron macOS launcher managing multiple apps, hosted DMG distribution, automated updates, and the server and deployment infrastructure behind it.
- Built AI research tools (stock scanning, team and competitor profiles) with finance professionals; results scored, ranked, flagged, and compared; agents, retrieval, and eval sets built end to end.

Lead Product Designer Cross Screen Media Aug 2021 - Nov 2025

- Led design of a B2B political advertising platform, unifying audience discovery, media planning, and TV, digital, and CTV measurement into one product behind multi-million-dollar campaigns.
- Rebuilt the Audience Builder on a year of research with campaign managers, planners, and directors: real-time drag-and-drop segments with live sizing; thousands of segments cut to hundreds.
- Rebuilt the design system on MUI with front-end; builds went from days to hours.
- Founded the user research function (still in use); partnered with data science on heat-mapped crosstabs, competitive measurement, and TV insights dashboards across sales, CS, and engineering.

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

- Led 0-to-1 design of a professional pre-production platform that turns scripts into shot lists; up to 90% less pre-production time reported; used on SHOWTIME, Prime Video, Tubi productions.
- Designed the data-dense shot-list editor with bulk actions, day planning, and exports for call sheets and rental houses; validated with working cinematographers for three months before code.

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

- Led design and development of five cross-platform Unity developer tools, reaching 40,000+ developers; owned UI/UX and brand, iterating on developer feedback and long-term support.

SKILLS

Product Design: 0-to-1 and mature platforms, complex workflows, data-dense UI, data visualization, dashboards, design systems, user research, cross-team alignment, B2B SaaS, Figma

Platforms & Systems: operations and product-management systems, application ecosystems, app distribution and updates, database-backed apps, Supabase, Vercel, Stripe, REST APIs, Electron, macOS

Technical & AI: React, Node.js, C#, GitHub, AI-assisted development, Claude Code, Codex, agents, RAG

EDUCATION

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