

Andrei Shulgach

Senior Product Designer, Interactive Products & Developer Tools

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Senior Product Designer, ten years on interactive software: real-time tools, live platforms, developer tools, and creative-production workflows. Five Unity tools used by 40,000+ developers; a live browser arcade with 16 games and a player economy; a shipped film pre-production platform; builds end to end.

EXPERIENCE

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

- Shipped Void Arcade (voidarcade.com), a live interactive platform: 16 browser games, accounts, weekly leaderboards, a ticket and token economy with shop, power-ups, and cosmetics, Season Pass subscriptions via Stripe, live chat, and per-game player votes.
- Built its production pipeline: new titles generated by AI under strict guidelines on modular templates spanning physics, interaction rules, UI, animation, and sound, with phased human review; AI turns player feedback into weekly change proposals for admin approval.
- Designed and built audio-production tools validated with audio directors, and an Electron macOS launcher ecosystem with hosted DMG distribution and automated updates.

Lead Product Designer Cross Screen Media Aug 2021 - Nov 2025

- Rebuilt the Audience Builder of a B2B advertising analytics platform as a real-time drag-and-drop system with live sizing, replacing a multi-step wizard; thousands of segments cut to hundreds.
- Designed the data visualization layer (heat-mapped crosstabs, TV insights dashboards) with data science; rebuilt the design system on MUI, taking builds from days to hours.

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

- Led 0-to-1 design of a film pre-production platform where AI 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 and human-in-the-loop UX (suggestions with visible reasoning, inline editing, manual override); validated with cinematographers for three months first.

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

- Led design and development of five Unity developer tools, including the widely adopted Free-Cursor Controller, growing the user base to 40,000+ developers globally.
- Designed modular, cross-platform tools focused on usability, performance, and workflow efficiency for real-world productions; owned UI/UX and branding across tools, websites, and marketing.
- Iterated on developer feedback, research, and long-term support to lift adoption and retention.

SKILLS

Interactive & Real-Time: real-time interaction, direct manipulation, live platforms, player economies, leaderboards, developer tools, Unity, C#, creative-production workflows, human-in-the-loop AI UX

Product Design: 0-to-1, complex workflows, data-dense UI, data visualization, design systems, Figma

Technical / Platforms: React, Node.js, Electron, macOS, Supabase, Stripe, AI-assisted dev, Claude Code

EDUCATION

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