

Ivan A. Annikov

Senior Product Designer

Portland, Maine • Open to remote and SF starting in 2027

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SUMMARY

Senior product designer with 12+ years in B2B SaaS. Partners with founders and product teams to make complicated software simple to use. Works end-to-end – discovery, user research, high-fidelity UI, and design QA. Increasingly ships production-grade React alongside Figma, using AI-augmented workflows to close the gap between design and engineering.

SKILLS

Design

- Product Design
- UX/UI Design
- Interaction Design
- Visual Design
- Prototyping

Research & Strategy

- Product Strategy
- User Research
- Usability Testing
- Discovery

Design Systems

- Component Libraries
- Token Architecture
- Accessibility (WCAG)
- Documentation
- Cross-Platform Consistency

Tools

- Figma
- Storybook
- Claude Code
- GitHub

AI-Augmented Workflows

- AI-enabled prototyping
- AI-assisted user research
- Design-to-code via MCP
- Claude Code automations

Verticals

- Compliance
- Cybersecurity
- Aviation
- Sales Automation
- EdTech

EXPERIENCE

07/2016 - Present

Independent Product Designer

Strategic product design partner to 25+ B2B SaaS startups across compliance, cybersecurity, aviation, sales automation, and education. Moves between idea-to-launch product work and fractional design embedded in established product teams.

- Runs discovery and user research directly with customers, turning findings into information architecture and interface decisions engineering can act on.
- Ships custom design systems as production-grade React components in Storybook – a living component library for engineering rather than static Figma files.
- Builds AI-augmented design workflows with Claude Code and Figma MCP, compressing the design-to-code cycle into interaction-ready prototypes engineers can build against.
- Acts as the entire design function on teams without one, setting direction and making the tradeoff calls that would otherwise land on founders or engineers.

FEATURED ENGAGEMENT

Secureframe

Joined at four people as fractional product designer and took the product from idea to launch – the MVP that carried the company into its growth phase. Partnered directly with the founder through the first year, mapping user flows and testing with users as the core functionality took shape. Continued as design partner for 2.5 years, through 200+ employees.

10/2014 – 07/2016

Berkeley, CA

LeadGenius

Head of Product Design

Joined to lead product design and build out the design function. Partnered with a co-founder and the engineering team to ship web-based products for enterprise clients and internal tools used by hundreds of research professionals across the company. Hired and mentored designers as the team scaled.

05/2013 – 09/2014

Mountain View, CA

Kabuto

Sr. Interface Designer

Led UX and interface design for the first versions of the Android mobile app, working closely with the VP of Design and engineering. Collaborated with the lead iOS designer to maintain cross-platform consistency with the primary web app. Also contributed to web app UX, Chrome extension, and Google Play store launch. Helped interview, onboard, and mentor new design hires.

03/2012 – 05/2013

IMVU

Sr. Visual Designer

09/2012 – 12/2012

GrowMobile

Design Consultant

08/2008 – 05/2010

Internap

Sr. Designer

01/2003 – 06/2008

Foundation One Studios

Founder & Designer

EDUCATION

2010 – 2011

Master's Programme in Marketing

Maastricht University

1995 – 1999

BA, International Studies and Communications

Oglethorpe University