

Anna Klibanov

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Over the last 15 years, I've designed and built software across diverse industries with a strong focus on user research, usability, and developer tools. I specialize in end-to-end product design, from discovery to delivery, using Figma, iterative prototyping, and structured SDLC integration. I've led UX strategy and implementation for platforms supporting DevSecOps, CI/CD pipelines, and AI-powered user workflows. My experience spans creating design systems, scaling team processes, and collaborating cross-functionally with product and engineering to ship intuitive, secure, and high-impact solutions. I thrive in asynchronous, remote-first environments and am passionate about solving complex problems through user-centered design and agile product thinking.

Work Experience

Lead Product Designer

Texada / Nov 2023–Present

- Manage and mentor a multi-product design team, ensuring consistent UX through scalable patterns and a shared design system.
- Develop and implement a cross-product design system across multiple tech stacks and frameworks.
- Lead the UX vision for a significant product redesign, integrating stakeholder feedback and legacy system constraints into a modern, intuitive interface.
- Help innovate, research, and introduce AI features into core user workflows, significantly increasing productivity in everyday tasks.
- Introduced UX practices into the SDLC from the ground up, establishing structured research and validation loops.
- Collaborated with product and engineering to embed design at every stage of the development process and reduced rework during implementation.
- Partner cross-functionally with engineering and product leadership to define roadmap and OKRs.

Senior Product Designer

ActiveState / Oct 2022–Nov 2023

- Led design initiatives for developer tools and CI/CD platforms, supporting Python/Perl open-source package management.
- Designed and refined a security and vulnerability dashboard that surfaced critical dependency risks and remediation steps.
- Championed Product-Led Growth through UX experiments and research,

increasing conversion by 17%.

- Integrated design thinking into DevSecOps workflows to enhance the visibility and usability of secure development practices.
- Mentored junior designers.

Scrum Master

Edsby / Sep 2020–July 2022

- Facilitated agile ceremonies for 20+ person engineering team.
- Liaised between product, engineering, QA, and customer stakeholders to deliver against roadmap priorities.

Senior Product Designer / Front-End Developer

Edsby / April 2011–July 2022

- Designed and implemented responsive interfaces for K–12 and higher-ed platforms used by 215M+ users.
- Co-led redesign of the analytics dashboard, improving clarity and accessibility of attendance insights.
- Conducted end-to-end research from discovery to usability testing, iterating through high-impact design changes.
- Built scalable UI components and maintained design consistency across mobile and web.

Freelance Designer / Developer

GoBanana Design / Jun 2010 – Present

- Delivered UX, branding, and development work for clients across tech, retail, and nonprofit sectors.

Skills & Tools

Product & Process: Product Design, UX/UI Design, User Research & Usability Testing, Design Systems, SDLC Process Integration, Agile & Scrum, Roadmap Planning, Product-Led Growth

Collaboration & Leadership: Cross-functional Collaboration, Team Leadership & Mentorship, Stakeholder Communication

Tools & Technologies: Figma, Adobe Creative Suite, Visual Studio Code, Git, HTML/CSS/JS, Jira, Remote Collaboration Tools

Education

- **Certified ScrumMaster (CSM)** Scrum Alliance | 2020
- **Bachelor of Design (Honours)** York University / Sheridan College | 2006–2010