

Marek Kultys

Product design leader, manager and practitioner with the focus on healthcare, biotech and AI

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Profile

I am an experienced design leader passionate about creating products and information experiences in health and science for consumer and expert users. I have over 10 years of hands-on experience in full-stack product design (UX and UI) as an individual contributor, project leader, and a manager.

My approach to design is lean, driven by research, and oriented on value. I focus on the end user (their motivations, goals, capabilities, and limitations) and the business (its purpose and mission). I specialise in complex products and thrive in cross-functional teams.

My approach to management is founded on mutual trust, delegating ownership, continuous bi-directional feedback, as well as sustainability and wellbeing. I am a hands-on manager, staying close to the trade that I expect from my colleagues. I also put a high premium on professional development and learning.

Education

2011

New Creative Ventures, London Business School

2009–2011

MA Communication Design

Central Saint Martins College of Art & Design, London

2007

BA Interaction Design

Zürcher Hochschule der Künste, Zurich

2004–2008

BA Industrial Design and Visual Communication
Academy of Fine Arts, Warsaw

Professional Experience

2019–present

[BenevolentAI](#)

from Senior Product Designer to Director of UX

On the company level, I built the product design and user research functions from the ground up. I set UX team vision and strategy, and built a strong and healthy culture to support the execution of company mission. I also co-defined a UX career path and systems to measure UX health in company products.

[Read my article about hiring a UX team](#)

On the team level, I established new processes for QC in product design and lean collaboration between designers and engineers. I led the consolidation of design tools and resources, and started building a design system.

[Listen to my podcast about co-designing products for experts](#)

On the squad level, I am responsible for planning and resource allocation for UX. I lead design work for new product discovery, scoping, prototyping and development.

[Watch my talk about designing an AI platform for drug discovery](#)

2013–2019

[Science Practice](#)

from Designer to Team Leader

- [BioDesign team](#)

I led a team of providing product design services for clients in the life science sector. Our services included new product design, concept validation, market research, communication design.

- [Ctrl Group team](#)

I designed and developed products and information experiences for patients with chronic conditions and participants of clinical trials (e.g. a conversational interface for self-reporting and monitoring of side effects and a training for users of a digitally enabled medicine).

- [Science Practice team](#)

I designed and developed novel data visualisation tools for biomedical scientists. I also researched and designed challenge prize programs for innovation agencies.

2011–2015

Product Design Consultant at [Bento Lab](#)

Communication Designer at [Immunocore](#) (contract)

Information Designer at [Applied Wayfinding](#)