THOMAS WALICHIEWICZ

Digital Product Designer

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Professional Summary

Senior product designer with a focus on cross-product experiences, scalable systems, and high-craft UI. I specialize in unifying fragmented workflows, building design systems, and bringing clarity to complex enterprise-grade software. I've led efforts as a founding designer at startups and as a system thinker inside large orgs. Fluent in Figma, comfortable in code, and collaborate tightly with both technical and non-technical folks.

Core Skills

UX architecture · System design ·Product strategy · Collaboration · Prototyping · Understanding user needs · Building alignment · Crafting actionable visions · Design frameworks

Experience

Consulting	In-house startups/small businesses	In-house enterprise
2013 - Present	*2014 - 2019*	*2019 - Present*
• Quickly embed with product and engineering teams to start delivering on KPIs • Act as a self-starter who unlocks teams by identifying bottlenecks and proposing actionable changes • Use data selectively to support insights without getting lost in them	• Served as first designer at multiple startups, setting the design foundation from day one • Built scalable design practices that matched company growth • Integrated design into company culture, helping shape product strategy and org alignment	• Provided both deep detail design and big-picture thinking to maintain coherent experiences across product lines • Helped level up team design quality and velocity by building reusable frameworks • Led systems design initiatives across large teams and complex tools
Chime, Propel, CapitalOne, Square, Duke University, United Health, Plaid	Human Interest, Common Cents Lab, Maisha Meds	Autodesk

Education

B.S Psychology & Human-Computer Interaction · San Jose State University 2013
Withdrew from PhD track to pursue industry roles

What I'm best at

- **Unifying fragmented product experiences into cohesive, scalable systems**
  - Bringing clarity and structure to complex, multi-surface workflows, whether across enterprise tools or early-stage products.
- **Designing with developers, not just for them**
  - My work is grounded in how software actually works. I partner closely with engineers to create elegant, realistic solutions and ship faster because of it.
- **Balancing product intuition with just the right dose of data**
  - With a background in psychology and statistics, I know how data can mislead. I rely on honed intuition to craft experiences that make sense to humans— then use data to fine-tune, not dictate.