

THOMAS WALICHIEWICZ

Product Designer

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What I do best

I build platform-level design systems that unify fragmented user experiences at scale. From creating universal overlay architectures across 60+ products to designing self-service tools that eliminate engineering bottlenecks, I specialize in the kind of systems thinking that turns complex problems into scalable solutions.

- **Platform Architecture** — Designed and prototyped universal overlay system running across 60+ desktop applications with cloud-synchronized state and bidirectional communication - reached production-ready POC stage
- **Systems at Scale** — Unified fragmented installer experiences serving millions of users, reducing deployment complexity by 90%
- **Self-Service Infrastructure** — Created publishing platforms that transformed engineering-dependent processes into form-based workflows, reducing iteration time by 60%

Professional Summary

Product designer with deep expertise in cross-product experiences, scalable systems, and platform architecture. Strong visual design craft with attention to typography, layout, and interaction details. I've led design efforts from founding designer at startups to systems architect at enterprise scale, consistently creating infrastructure that enables better experiences across entire product ecosystems. Strong technical collaboration skills with experience prototyping, reviewing code, and co-owning delivery.

Experience

Consulting	In-house startups/small businesses	In-house enterprise
2013 - Present	2014 - 2019	2019 - Present
<ul style="list-style-type: none">• 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	<ul style="list-style-type: none">• Served as first designer at multiple startups, setting the design foundation from day one• Built scalable design practices and shipped core product features that supported company growth from startup to scale• Integrated design into company culture, helping shape product strategy and org alignment	<ul style="list-style-type: none">• 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 cross-platform systems design initiatives across large teams, collaborating closely with engineering, PM, and research to ship complex tools serving millions
Chime, Propel, CapitalOne, Square, Duke University, United Health, Plaid	Human Interest, Common Cents Lab, Maisha Meds	Autodesk

Education

B.S. Psychology (Neuropsychology) · San Jose State University 2013
Withdrew from PhD track to pursue industry roles

Core Skills

Platform architecture · Cross-product systems · Design systems at scale · Self-service tool design · Technical collaboration · Behavioral design · Enterprise software · Startup environments