

Timur Zagirov

Lead Product Designer · Design Engineer

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Summary

Lead Product Designer and Design Engineer with 9 years in product design across fintech, cybersecurity, creator platforms, AI and augmented reality. I lead design teams, build design systems and ship production code. In 2026 I designed and built three native products on macOS, iOS and TV with an AI-native workflow (Claude Code, Codex, Cursor), with 3,300+ automated tests between them. Former founder: raised \$300K and ran product, design and engineering.

Experience

Lead Product Designer, Alfa-Bank Jan 2026 – Present

- Lead the design of the bank's internal IT service management (ITSM) platform, which support teams across every department work in all day: complex workflows, role-based permissions, data-dense tables.
- Ship production code with the engineering teams: migrating the design system from React to Kotlin Multiplatform (Compose Multiplatform) and building screens directly in code with AI tooling.

Lead Product Designer, Lyvely May 2024 – Jan 2026

- Led product design for a creator monetization platform (tips, paid posts, memberships, one-to-one video calls) on web, iOS and Android; managed a team of four product designers.
- Built the design system and rebuilt the design process: a new screen went from a week to two days. Redesigned all three apps while the product stayed live.
- Owned onboarding and calls end to end: wrote the requirements, broke down the tasks, designed the flows and accepted the build.
- Improved onboarding completion by 25%, 7-day retention by 12% and 30-day retention by 8%.

Senior Product Designer, Positive Technologies · part-time Jan 2024 – Jan 2025

- Designed BI dashboards, design system components and unified navigation for a suite of cybersecurity products.

Head of Design, Optic (now BIOPTIC) · full-time to 2024, then part-time and advisory Feb 2022 – 2025

- AI startup backed by Kleiner Perkins, Pantera and OpenSea (\$11M seed). Sole designer and product owner of the NFT moderation tool OpenSea's moderation team worked in; OpenSea adopted it and later acquired it.
- Designed AI or Not, Optic's AI-image detector (web app, Chrome extension, Telegram bot), from the first draft to its spin-off as a separate company; covered by The New York Times, The Wall Street Journal and BuzzFeed News.
- Did the UX review, redesign, brand identity and pitch deck for Essense, an AI tool that turns app reviews into a product team's to-do list; it grew to 1,800+ users.
- Built three design systems and the design-to-development handoff across Web3 and AI products, and designed BIOPTIC's pivot from molecular search to an AI research agent.

Founder & CEO, ARQ · augmented reality startup Feb 2019 – Feb 2023

- Raised \$300K; ran product, design and engineering for a no-code augmented reality (AR) platform: a web editor, ARQ Viewer for iOS, and WebAR by link.
- Designed every screen of the editor and the viewer. Users made 311 projects; ARQ Viewer reached #3 in Graphics & Design on the App Store.
- Delivered WebAR and Unity presentation products for Bayer, Pfizer, Sanofi and EIDOS Medicine.

Lead Product Designer, Projecto Dec 2017 – Dec 2021

- Led design across a portfolio of productivity, finance, media, scheduling and smart-home apps.

Earlier: Senior Product Designer, UseTech · Senior Product Designer, Orion Innovations · Project Manager, HOSO Design Studio

Projects

Eily, iOS meeting assistant · Founder, product owner, lead design engineer Jun 2026 – Present

- Transcribes and understands meetings on the phone in real time (Apple Foundation Models, llama.cpp, Core ML speaker diarization) and, once the user confirms, writes tasks and decisions into Todoist, Linear, Jira, Asana and Google Calendar.
- Lead a team of three. Designed every screen and a token-based design system in Figma and SwiftUI; 52k lines of Swift, 1,585 automated tests; on TestFlight.

CodeCat, macOS menu-bar app for Claude Code · Solo Aug 2026 – Present

- Tracks every Claude Code agent session through hooks, keeps the Mac awake while agents work, and shows on the notch when an agent needs you. Swift, SwiftUI, AppKit, zero dependencies; open source (MIT), notarized.
- Spec to a signed, notarized release in 5 days; 17.6k lines of Swift, 552 automated tests.

CouchDeck, gaming PC on the TV: Android TV, webOS, Windows · Solo Aug 2026 – Present

- One Steam, Epic and GOG library on the TV, pairing without typing a PIN, a one-click Windows installer. Kotlin and Jetpack Compose on Android TV, C and LVGL on webOS, a Node.js agent and a C# app on Windows.
- 445 commits in three weeks across three repositories, ~1,200 automated tests; v1.0 signed for Google Play.

Skills

Design: Product design, UX and UI design, interaction design, design systems and design tokens, prototyping, information architecture, enterprise and data-dense interfaces, mobile (iOS, Android) and web, brand identity. Figma, ProtoPie, Framer, Webflow, Spline, Adobe Creative Cloud.

Engineering: Swift, SwiftUI, AppKit, Kotlin, Jetpack Compose, Compose Multiplatform, TypeScript, Node.js, React, C#, C, Unity, WebAR, Git, automated testing (Swift Testing, XCTest). AI-native workflow: Claude Code, Codex, Cursor; on-device LLMs (Apple Foundation Models, llama.cpp, Core ML).

Leadership: Design team management, design process, product ownership, 0-to-1 products, cross-functional work with engineering and product, analytics (Mixpanel, Amplitude).

Languages: English (fluent), Russian (native).

Education

Kazan Federal University, BSc and MSc, Mechanics and Mathematical Modeling 2013 – 2019

Moscow Institute of Physics and Technology (MIPT), Phystech School of High Technology Business 2020 – 2022