

Nikita Urinson

Product Designer

CONTACT

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CORE EXPERTISE

AI Agent UX · Infrastructure UX ·
Developer Tools · Product Thinking ·
Information Architecture · Interaction
Design · Complex Workflows · Design
Systems · UX Writing · Prototyping ·
Cross-functional Collaboration ·
Customer Feedback Synthesis · UI QA

LANGUAGES

Russian
Native

English
Upper-Intermediate · B2

Hebrew
Intermediate · B1

EDUCATION

Yandex.Practicum
UX/UI Design · 2021

Gonzo Design
Graphic Design · 2019

**Saint-Petersburg
Electrotechnical University**
M.Sc.
Automation of Management Processes · 2009

PROFILE

Product Designer with 5+ years of experience designing complex B2B products for technical audiences.

I help shape an AI platform that gives agents the context they need to understand and safely operate cloud infrastructure.

Working closely with C-level leadership and engineering teams, I transform ambiguous infrastructure challenges into intuitive experiences that enable DevOps, platform, and security teams to confidently collaborate with AI agents.

EXPERIENCE

- Founding Product Designer

Early Team

APR 2024 – PRESENT

Tel Aviv, Israel — Hybrid

Bluebricks

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Lead end-to-end product design across the platform, from product discovery and information architecture to interaction design, design systems, implementation, and launch.

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Joined Bluebricks as one of the company's first employees, partnering closely with C-level leadership to shape product strategy, define the user experience, and build an AI-native platform for cloud infrastructure operations.

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Transform complex infrastructure concepts into intuitive workflows that enable DevOps, Platform Engineering, and Security teams to understand, reason about, and safely operate cloud environments with AI.

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Define interaction models for AI-assisted infrastructure workflows, including approvals, execution plans, infrastructure context, system states, evidence graphs, and guided experiences.

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Partner closely with frontend and backend engineers throughout implementation, refining edge cases, system behavior, and interaction details to ensure a high-quality production experience.

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Turn customer conversations and product feedback into product improvements, influencing UX decisions, roadmap priorities, and the evolution of the platform.

Product Designer

APR 2022 – APR 2024

Netanya, Israel — On-site

Bylith

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Led product design for complex enterprise SaaS products, translating business requirements into scalable information architecture, interaction models, and high-fidelity user experiences.

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Owned the end-to-end design process across multiple strategic initiatives, from product discovery and user flows to prototypes and developer-ready specifications.

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Built and evolved the company's design system, creating reusable components, patterns, and documentation that improved consistency across multiple products.

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Partnered with product stakeholders to simplify complex operational workflows and continuously refine product concepts throughout the design process.

Product Designer

DEC 2021 – MAY 2022

Remote

Flipread

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Designed the end-to-end user experience for a startup building a mobile reading app with instant, gesture-driven translation, enabling users to switch seamlessly between original and translated text while reading.

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Defined core reading and learning journeys, interaction models, information architecture, wireframes, and interactive prototypes from early product concepts.

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Partnered directly with the founders to shape product direction, validate concepts, and refine the core reading experience.

FOCUS

AI Infrastructure · Developer Tools · AI Agent UX · Cloud Operations · B2B SaaS