

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
<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 that matched company growth• 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 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.