



Alexander Kamburakis

Product Designer | 13+ Years Experience | End-to-End UX/UI | Design Systems

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EXPERIENCE

Senior Product Designer, memoryOS / Jul 2025 - Present

Lead end-to-end design across iOS, Android, and Web for a cognitive science learning platform. Shape product strategy with founders, design gamified learning journeys, and use analytics and user research to drive growth. Build scalable design systems and collaborate with engineering to launch high-quality, AI-driven features that improve knowledge retention.

Senior Product Designer, Wayflyer / Jan 2025 - Feb 2026

Led design efforts from the ground up, creating the platform's visual language, UX architecture, and core UI components. Designed features to streamline buyer-seller interactions, optimized interfaces for conversion and speed, and established a scalable design system to align design decisions with business goals.

Senior Product Designer, Curated / Jun 2022 - Dec 2024

Played a pivotal role in driving multiple successful product launches, significantly improving conversion rates and revenue. Streamlined the design system to reduce engineering development cycles and partnered with cross-functional teams to align design strategies with business goals.

Senior Product Designer, Somplo / Jan 2020 - May 2022

As the sole product designer, developed and executed a cohesive product vision that helped expand the company into EU and US markets. Led branding, UX, and visual design, resulting in a significant increase in market share and measurable improvements in user satisfaction.

Product Designer, Samsung Food / Feb 2019 - Jan 2020

Defined the visual and interaction design for the mobile app, which helped improve user retention. Collaborated with multidisciplinary teams to deliver cohesive, intuitive, and engaging experiences tailored to the target audience.

Product Designer, Promo / Mar 2016 - Jan 2019

Served as the sole product designer, leading end-to-end design for a B2B video creation platform. Defined the product vision, UX architecture, and visual identity, creating intuitive workflows for video generation and template customization across web and mobile.

CORE COMPETENCIES

UX/UI Design, Prototyping, Design Systems, Design Tokens, AI-driven Design Solutions, Mobile Design, Accessibility, UX Research, Usability Testing, Developer Handoff

TOOLS & SKILLS

Figma, Sketch, Adobe CC, HTML, CSS, Zeplin, Principle, Jira, Miro, Slack, ChatGPT, Magician