Yevhen Peshynskyi

Design Automation Engineer · Product Design Technologist

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SUMMARY

Designer since 1997 who now builds the systems behind design work: AI-agent pipelines, design systems on tokens, and production front ends delivered through Claude Code. Five years in airline products: booking used by 20+ airlines, a customer data platform, white-label booking and websites. I set the architecture, the structure and the checks; agents write the code. I work remotely with product and engineering teams across time zones, in English.

EXPERIENCE

Product Design Technologist — Paximizer

2023–present · paximizer.com

Customer data platform and AI products for airlines. I lead the front-end architecture in a team of five and run design and delivery through AI agents.

Paximizer CDP (in production)

- Built the agentic pipeline from design to development — a Claude Code harness of 5 agents and 13 skills: research, an HTML prototype in two variants so the business picks the best solution, production code on the design system, AI QA — so a feature goes from task to tested code in days, not weeks, with no Figma stage or separate design department.
- Built the design system in code: 96 components in 3 tiers (base, domain, AI) and 1,309 Storybook stories.
- About half of the front end came out of my agent sessions (393 of 777 commits).
- A tester skill walks every flow as a real client, role by role — testing went from weeks to hours; in the last run it caught 70% of a human tester's finds, and the human missed 80% of its.

NewSky, a booking engine for any airline (solo, in progress)

- Built solo with a harness of 5 agents and 32 skills; 1,368 tests.
- One contract for any airline backend: the front end checks 28 capabilities and hides what it cannot serve.
- Per-airline component variants in the admin and the whole style in one JSON file: a new airline styled in a day instead of about a month; swapping components for tests raises conversion.
- Designing the next step: a front end that adapts to each passenger, composed from Paximizer CDP advice.

PAX Pitch, a presentation and content studio

- The weekly output of a marketing department, without the department: research, a two-week content plan, decks with 65 slide types, narration and video, Telegram approvals, cross-posting to paximizer.com, all from a web admin; decks generated on the server by an AI model in minutes, not days (358 of 369 commits).

PAX-KB, a knowledge base for AI agents

- Documented the legacy front end and back end, indexed 10,005 fragments into a RAG and built an MCP server with 8 tools for 27 agents: any product question, business rule or line of code, answered in seconds, not hours — less training for colleagues, fewer tokens.

paximizer.com

- Site, promo kit and sales materials from one person, no agency; moved the site from Webflow to Astro with all 91 legacy URLs kept.

Lead Product Designer — WebSkyTech

2021–2023 · websky.tech

Booking and customer-data products for airlines, designed in Figma.

- WX booking engine: search, fares, seats, extras and payment within airline constraints (PNR, SSR, fare rules, baggage); used by 20+ airlines; a redesigned flow: +5% conversion in an A/B test (preliminary).
- Moved brand customization from manual restyling to tokenized multi-brand theming (400+ customizable components): a new airline's branding in days instead of weeks.

- White-label airline website, a constructor kit: 20+ wireframe screens tested, semantic tokens with light and dark themes, block variants that assemble and style any airline's site in days; 26 screens, 4 breakpoints.
- Customer data platform (CDP v1): designed on real API models and taken from MVP to production, the front end built once: profiles, loyalty, campaigns, support, monitoring.

Lead Web Designer — Cloudlessons / freelance

2010–2021

- Led design for education platforms with millions of monthly visits: product UI, dashboards, personal accounts, landing pages and email marketing.

Graphic Designer — Freelance and agencies

1997–2010

- Print and web for ad agencies, TV and radio companies and printing houses: branding, outdoor, layout and typography.

PROJECTS

Wind2Ride

A route planner for cyclists that reads the wind. Solo product, 2025 to present. · wind2ride.app

- Took it from idea to the App Store and Google Play alone — a small product team's work in spare time: research, design, an AI-assisted build, beta tests with in-app reports, releases, support.
- 600+ riders, 10 API integrations, 415+ commits, 9 releases; clubs and group rides.

Tools and open source

Skills, plugins and extensions built for real, repeated work — each removes a manual step for good. · github.com/ikstro

- Muse: a Claude Code skill that finds a design direction and builds it within the design system; open source; it did a studio's design exploration for this site in one session.
- Language Tutor: Claude Code plugin + VS Code panel: coding sessions become language lessons; open source.
- Chameleon and Follow the Path: Figma plugins on Figma Community. claude-commit: a VS Code extension.

SKILLS

Hard skills

- **AI agents & harnesses:** Claude Code harnesses: agents, skills, hooks, MCP servers, RAG.
- **Front end with AI agents:** I set the architecture, the structure and the checks; agents write the code (Vue, React Native, Astro, TypeScript).
- **Product logic & UX:** Flows, scenarios, roles and states down to the data model; information architecture, data-heavy enterprise interfaces, booking flows.
- **UI & design systems:** Composition, typography; design tokens, semantic theming, multi-brand and white-label systems, component libraries, Storybook.
- **Design tools:** Figma, Token Studio, Photoshop, Illustrator, InDesign.
- **Automation & work tracking:** Workflows, tasks and time: from self-built databases to Notion and trackers.

Soft skills

- **Talking to AI — and arguing with it:** Plan first, approved before any work starts; clear rules for what it may and may not do; I weigh its proposals, argue when they're wrong, and ask for options and methods, not just answers.
- **Knowing what not to hand to AI:** AI where it pays off; a ready-made engine, a script or a drawing where it doesn't; animation only where it explains something.
- **Owning the problem:** From the first question to the shipped thing; remote, across time zones, in English.
- **If a tool is missing, I build it:** A tutor for my English, a status bar for my limits, palettes for Figma — plugins and skills for my own repeated work.

Keywords: Design Engineer, Design Technologist, Design Systems, Design Tokens, Token Studio, Figma, Storybook, Claude Code, AI agents, agentic workflows, MCP, RAG, prototyping, UX/UI, enterprise SaaS, airline and travel tech, booking engine, CDP, multi-brand theming, white label, Vue, React Native, Astro

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LANGUAGES

Ukrainian — Native · Russian — Native · English — B1 and improving; working written communication