

Mike Young

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Profile

Results-oriented product designer with 15+ years crafting intuitive, scalable experiences for enterprise, B2B, and SaaS products. Specializes in translating complex concepts into usable solutions, from initial 0 → 1 launches to optimizing existing user flows, with a strong focus on collaborative partnerships with product and engineering teams.

Key Achievements

- Unified scattered V0 prototypes into a coherent end-to-end UX, significantly reducing time-to-comprehension for pilot users and stakeholders during product demos.
- Took a hosting startup from concept to MVP, with a tokenized Figma design system adopted across engineering.
- Unified web and mobile for a B2B community platform, while cutting a 1,500+ bug backlog to under 100.
- Built and mentored design teams, and helped clients secure £1M+ in pre-seed funding through product vision and pitch work.

Skills

Design leadership · Team building · Design systems · Figma · Tokens & components · Complex enterprise UX · Multi-surface products · 0 → 1 product design · UX strategy · Research & discovery · AI-assisted workflows · Data-informed design · Experimentation · Cross-functional collaboration · Design ops

Work Experience

07/2025 – 03/2026 London, UK	Principal Product Designer Conduct • Unified scattered V0 prototypes into a coherent end-to-end UX, significantly reducing time-to-comprehension for pilot users and stakeholders during product demos. • Designed an AI assistant that helps IT teams understand and modernise complex legacy ERP environments. • Turned large-scale enterprise IT documentation into a navigable, searchable interface.
03/2024 – 06/2025 Remote	Head of Product Design Rapyd Cloud • Drove first-year expansion into new market verticals by defining and executing a company-wide design strategy. • Reached full engineering adoption of the Figma design system, tightening UI consistency and streamlining onboarding. • Embedded design into strategic planning with product and executive leadership, helping shift the team to a bi-weekly release cycle.
06/2023 – 03/2024 Remote	Principal Product Designer Rapyd Cloud • Shipped the core hosting product on time by aligning experiences to platform architecture and technical constraints. • Simplified complex infrastructure into a single, navigable hosting dashboard, cutting onboarding time and UI complexity. • Built a modular Figma design system (theme tokens, light/dark modes, custom icons, reusable components) that lifted visual consistency and dev velocity.
01/2021 – 03/2024 Remote	Principle Product Designer & Strategist BuddyBoss • Led product design and strategy across a web and mobile community platform, improving

Work Experience

	- consistency and team efficiency. - Built a shared Figma design system spanning web and mobile, unifying the product suite under one tokenized design language. - Shaped roadmaps around user needs and business goals, accelerating release cycles and lifting engagement.
12/2020 – 07/2023 Remote	Product Manager BuddyBoss - Cut the bug backlog from 1,500+ to under 100, materially improving product stability. - Accelerated release cadence from monthly to bi-weekly, improving cross-team coordination and backlog hygiene. - Owned the product lifecycle from ideation to release across feature delivery and platform improvements.
01/2019 – 12/2020 London, United Kingdom	Product Designer Soccer Mindset Academy - Designed and launched the mobile app, contributing to a successful acquisition in 2019. - Co-created the Mindform Methodology and Soccer Mindset Challenge for young players. - Produced 70+ days of mindset training video and audio exercises.
03/2007 – 12/2018 Remote	Product Designer & Consultant Freelance - Led product design and strategy for 100+ digital products and online brands across industries. - Helped clients secure £1M+ in pre-seed funding through pitch materials and product vision. - Supported startups with MVP definition, launch strategy, and team building.

Technical Proficiency

I build and iterate on product features independently using AI-assisted workflows, with a working understanding of:

- HTML, CSS, JavaScript** – front-end code, standards, and responsive patterns.
- React, Next.js, TypeScript** – component architecture, state management, developer experience.
- GraphQL & REST APIs** – schema design, query logic, integration flows.
- Native app signing & deployment** – building, signing, and publishing iOS and Android apps via the App Store and Google Play Console.
- Data pipelines & warehouses** – partnering with data teams to structure event pipelines and surface insights.
- LLMs & AI systems** – strong technical understanding of LLMs and AI-driven product architectures.
- Enterprise IT stacks** – ERP platforms and legacy systems.
- Product metrics & analytics** – implementing analytics tooling to define and track key product metrics.

Education

2017 – 2018	Certificate in Development UCLA Extension
2016 – 2017	Certificate in Media Production UCLA Extension
2012 – 2015	Associate of Arts in Film Studies Santa Monica College

Certificates

2021	Google UX Design Professional Certificate Coursera
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