

Gazi Yeasin Arifin

Design Engineer

Designs and Ships Production Frontend (React, TypeScript) · Design Systems · Motion and Interaction Craft · AI-Native Product UX · 20+ Products Shipped

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SUMMARY

Design Engineer at the intersection of product design and frontend engineering, with 10+ years owning how products look, feel, and behave from concept to shipped, production-ready interface. I design in Figma and ship production React and TypeScript with AI-assisted tooling (Cursor, Claude Code), so I build what I design with no handoff. I have shipped 20+ products reaching 4.8M downloads and three App Store Top 10 placements, shipped an 80+ component design system in production React and TypeScript, and designed and launched two AI products solo. I care about spacing, motion, and hierarchy, and I take extreme ownership of what I put in front of users.

IMPACT

Two AI products designed and shipped solo, live on the App Store · 80+ component design system in production React/TypeScript · 22M+ downloads · 850K MAU · 3x App Store Top 10 · +56% DAU · +15% release velocity · +35% task success

EXPERIENCE

SanFlorence Digital LLC · Design Engineer

Jan 2025 – Present · San Francisco, CA

- Design and ship two AI products end-to-end, owning UI, interaction, motion, and production frontend (React, SwiftUI) with no design-to-engineering handoff.
- Build reusable component libraries and design tokens in production code, using AI-assisted tooling to move fast while reviewing output critically.
- Prototype in Figma and in real code, and tune production UI performance with Metal and AVFoundation pipelines.

ASI, California State University, East Bay · Product Designer Front-End

Dec 2023 – Dec 2025 · Hayward, CA

- Designed and shipped an 80+ component, WCAG 2.1 AA design system in production React and TypeScript, the single source of truth for a 10,000+ user product.
- Contributed frontend components and owned implementation quality alongside engineers rather than handing off specs, raising engagement 16%.

Inside Maps Inc. · Technical UX Designer

Mar 2021 – Dec 2021 · Redwood City, CA

- Designed and shipped real-time, data-heavy interfaces for an enterprise AI platform (200+ clients), lifting task success 35% and contributing to \$1.5M in projected annual savings.
- Partnered directly with ML and backend engineers on interaction and implementation tradeoffs.
- Built operational dashboards and monitoring views that turned real-time output into components engineers and operators could act on.

Kite Games Studio Ltd. · Lead UX Designer

Jan 2016 – Aug 2023 · Dhaka, BD

- Led product design for 20+ products reaching 22M+ downloads, 850K MAU, and three App Store Top 10 placements, with a high bar on motion and interaction craft.
- Built a shared component library and design system across 5+ parallel teams, raising release velocity 15%, and mentored 12+ designers.

Dcastalia Ltd. · UX Researcher

Jan 2015 – Dec 2015 · Dhaka, BD

- Raised System Usability Scale scores 23% by turning user research into clearer information architecture and task flows for enterprise platforms.

PRODUCTS I HAVE SHIPPED

DIY Decor AI · iOS · SwiftUI · Metal · AVFoundation · Gemini · AI room redesign designed and built solo: custom camera and vision pipeline, 12 styles, a Metal-backed gesture-driven before-and-after reveal, and a Pro subscription. Live on the App Store. [App Store](#)

Mes · iMessage · SwiftUI · StoreKit 2 · App Groups · Gemini · AI-native toolkit (Smart Reply, real-time translation, polls, bill split) built for a constrained conversational surface with a dual-target build. Live on the App Store. [App Store](#)

SKILLS

Frontend Engineering React · TypeScript · JavaScript · Next.js · HTML / CSS · SwiftUI · Node.js · REST APIs · design-to-code with no handoff

AI-Assisted Building Cursor · Claude Code · Gemini · rapid prototyping in real code · critical review of AI output · multi-agent build pipelines

Design Systems component libraries · design tokens · variants · documentation · engineering adoption · accessibility (WCAG 2.1 AA)

Design Craft visual design · motion and UI animation · typography · spacing and hierarchy · interaction design · Figma

AI Product UX agent and prompt-to-result interfaces · streaming and progress states · uncertainty and recovery · data-heavy dashboards

Ways of Working extreme ownership · deciding without perfect specs · tight feedback loops · startup speed · design QA

EDUCATION

M.A. Interaction Design and Interactive Art California State University, East Bay · 2025 **B.S. Software Engineering** American International University Bangladesh · 2015

Google UX Design Professional Certificate Coursera / Google **Social and Behavioral Research** CITI Program