

Gazi Yeasin Arifin

Senior Product Designer · AI Product Engineer · Vibe Coder · Indie App Founder

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Portfolio gaziarifin.com · GitHub github.com/GaziYeasinArifin

4.8M Cumulative Downloads	850K Monthly Active Users	3x App Store Top 10	20+ Products Shipped	+35% Enterprise Task Success	\$1.5M+ Cost Savings Delivered
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SUMMARY

Senior Product Designer with 10+ years of consumer product design leadership across game studios, enterprise SaaS, and independent AI development. Expert in end-to-end design, building, and shipping AI-powered iOS apps (SwiftUI/Python, Gemini API, StoreKit 2) and leading design for 20+ consumer titles (4.8M cumulative downloads). Proven ability to deliver measurable results in engagement, retention, and complex spatial data workflows. Master of Arts in Interaction Design who can read your codebase, challenge technical trade-offs, and ship production features without handoff.

S/W I HAVE SHIPPED

DIY Decor AI iOS · Gemini 2.0 Flash · RevenueCat	AI room transformation app designed and built solo. Custom AVFoundation camera pipeline, 12 design styles, 7 AI tools, before/after reveal interaction, and Pro subscription at \$6.99/month or \$29.99/year. Live on the App Store
Mes iMessage · Gemini 2.5 Flash · StoreKit 2	AI-powered iMessage companion with Smart Reply, Polls, Spin Wheel, Bill Split, Countdown, and IAP sticker packs. Full App Group data sharing, dual-target Xcode build, custom iMessage icon pipeline. Live on the App Store

SKILLS AND STACK

AI / Agentic	Claude Code · Cursor · Gemini 2.0/2.5 Flash · LLM prompt architecture · multi-agent pipeline design
Vibe Coding	SwiftUI · React · Next.js · TypeScript · Python · Node.js · Vercel · GitHub Actions · REST APIs
iOS Platform	WidgetKit · Metal · HealthKit · AVFoundation · iMessage extension · StoreKit 2 · RevenueCat · App Groups
Product Design	Figma · design systems · interaction design · motion design · AI state UX · user research · usability testing
Visual Design	iOS Liquid Glass · typography · brand systems · After Effects · Photoshop · Illustrator · motion
Enterprise	WCAG 2.1 / ADA · design systems at scale · Agile / Scrum · stakeholder management · team leadership

WORK EXPERIENCE

ASI, California State University, East Bay · Product Designer Dec 2023 – Dec 2025 · Hayward, CA

- Designed digital experiences, visual campaigns, and a WCAG 2.1-compliant design system for a 10,000-plus student campus audience. Applied behavioral design principles to increase student engagement by 16 percent across digital touchpoints. Worked with communications leadership and cross-functional campus stakeholders across all projects.

Inside Maps Inc. · Technical UX Designer Mar 2021 – Dec 2021 · Redwood City, CA

- Led end-to-end UX for a LiDAR AI SaaS platform serving 200-plus enterprise clients across real estate, architecture, and property management. Conducted stakeholder interviews and usability testing with field operators, delivered wireframes and high-fidelity prototypes to engineering, and designed operational dashboards for real-time ML output visualization.

- Increased task success rates by 35 percent and contributed to 1.5 million dollars in projected annual cost savings by redesigning complex spatial data workflows. Partnered directly with ML and backend engineers throughout, translating technical AI outputs into interfaces that non-technical operators could trust and act on.

Kite Games Studio Ltd. · Lead UX Designer

Jan 2016 – Aug 2023 · Dhaka, BD

- Led product design for 20-plus iOS and Android games over 8 years. Flagship products reached 4.8M cumulative downloads with 3 App Store Top 10 placements sustained for 2 to 5 years, driven by game-loop design, progression mechanics, IAP surface design, and engagement-first interaction patterns validated through player analytics.
- Drove a 56 percent DAU increase across two flagship apps with a combined 800K monthly active users by redesigning core engagement loops, feature discoverability, and reward cadences. Built and scaled a multi-title design system that reduced UI inconsistencies and increased release velocity by 15 percent across 5 plus parallel product teams.
- Managed and mentored a team of 12 plus designers across simultaneous products, establishing shared component libraries, design review processes, and agile-aligned workflows. Contributed brand moments, including celebratory animations, achievement states, and transition systems that gave each product emotional weight beyond its core loop.

Dcastalia Ltd. · UX Researcher

Jan 2015 – Dec 2015 · Dhaka, BD

- Conducted user interviews, usability testing, and heuristic evaluations for enterprise and real-estate platforms. Translated research findings into improved information architecture and task flows, increasing System Usability Scale scores by 23 percent across tested products.

Indie Product Development · Founder and Engineer

Jan 2025 – Present · San Francisco, CA

- Single-handedly designed, coded, and launched two AI-powered iOS apps (DIY Decor AI and Mes) on the App Store, managing all aspects: UX, SwiftUI, Gemini integration, monetization (RevenueCat/StoreKit 2), and analytics.
- Developed novel AI interaction patterns for thinking communication, output presentation, and handling unexpected model results in a production environment.
- Built BreathSpace, a breathing/wellness app with deep WidgetKit, Metal, and HealthKit integrations (Lock Screen, Home Screen, Dynamic Island, CarPlay), currently pre-launch, aiming for Apple Design Award quality.
- Prototyped Job Machine, an agentic job pipeline (scraper, scorer, cover letter generator) using Python, Next.js, and Claude API, deployed via GitHub Actions and Vercel, validating the agentic architecture.

EDUCATION

M.A. Interaction Design and Interactive Art · California State University, East Bay

2025

B.S. Software Engineering · American International University Bangladesh

2015

CERTIFICATIONS

Google UX Design Professional Certificate · Coursera / Google

Social & Behavioral Research · Citi Program