Mykola Korzh

Product Designer

Germany

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Selected work

LerneQ ↗
App • iOS and Android

Shelf ↗
App • macOS, on Glaze

EVE Slack agent ↗
Work • In production at EVE

Botics OS, redesigned ↗
Project • Redesign concept

Pflegewächter, redesigned ↗
Project • Redesign concept

Skills

Product
Product strategy, discovery, MVP definition, user research, information architecture

Design
Interaction design, visual design, design systems, prototyping, accessibility

Build
React, Next.js, TypeScript, Tailwind CSS, Motion, Flutter

Tools
Figma, Claude Code, Codex, Cursor, Linear, Notion

Education

Bachelor's degree, Computer Science
V.N. Karazin Kharkiv National University
2020 – 2024

Updated October 2026. The latest version lives at mykolakorzh.com.

Summary

Founding Product Designer at EVE and its first dedicated product designer. Works across product strategy, interaction design, visual systems, prototyping, and implementation, usually where a product is important but still hard to explain or build. Previously designed accessible LegalTech for older users, helped define an AI-assisted B2B SaaS product at the MVP stage, and redesigned complex internal retail tools. Built and shipped LerneQ, an iOS and Android app, with a friend.

Experience

Founding Product Designer, EVE
Jul 2025 – Sep 2026

AI revenue teammate for small and medium-sized businesses. Remote.

- First dedicated product designer; established the company's early design practice and foundations.
- Works across product strategy, interaction design, prototyping, visual systems, and implementation.
- Designed how the Slack agent talks and behaves, then shipped it into the production agent: 17 merged pull requests, 144 commits.

Product Designer and Consultant, Independent
Feb 2023 – Present

Freelance product design for startups. Remote.

- Product critiques, discovery, MVP and end-to-end product design for early-stage teams; 36 engagements on Upwork.
- Built and shipped LerneQ with a friend: an app for learning German noun articles, on the App Store since December 2025 and Google Play since July 2026, designed and built in Flutter with subscriptions, localization, and accessibility.
- Designed and built Shelf, a Mac app for PDFs and ebooks, published on Glaze.

Product Designer, Goodright GmbH (Pflegewächter)
Sep 2024 – Mar 2025

LegalTech service that helps older people access social care in Germany. Remote.

- Designed accessible experiences for older users, from user surveys and research to UI and interactive prototypes.
- Developed and maintained design-system practices with the frontend team; the employer reference credits the feedback with a lasting positive effect on design processes.
- Designed landing pages and conversion flows with Engineering and Marketing.

Product Designer, Botics
Sep 2023 – Jun 2024

Early-stage B2B SaaS for quote management with AI-assisted workflows. Remote, contract.

- Sole designer working with the founder and a small engineering team; helped define the MVP scope.
- Wrote the user-story map for engineering; led end-to-end design of the core platform, its IA and central workflows.
- Ran workshops to align design and engineering, and iterated on technical constraints with the team.

Product Designer, Fora (Fozzy Group)
Dec 2021 – Jan 2023

Grocery retailer, internal CRM and ERP products. Kyiv, hybrid.

- Redesigned internal CRM and ERP workflows used across retail operations.
- Initiated and led design-system work across the internal products, and ran in-person and remote user research.