

Mihailo Konatarević

SENIOR PRODUCT DESIGNER · DESIGN ENGINEERING · DESIGN SYSTEMS

A product designer who writes the production code.

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- Open to full-time roles from November 2026. Belgrade or remote in Serbia first; teams in the EU and the US when the hours and the role fit.

SUMMARY	Product designer since 2010. In 2026, as Head of Design at Dynamic Mockups, I started writing the production code myself: about 640 commits in six months, most of the v2 rebuild among them. I work from the structure down: information architecture, design systems, flows and their edge cases, then the interface, shipped. I also design for AI agents and build with them, down to the rules and skills they work from.
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EXPERIENCE	Head of Design · Dynamic Mockups Apr 2026 – Oct 2026 · Belgrade - Rebuilt the web app's interface with AI, working with everyone from engineering to sales: about two thirds of it in roughly three weeks, 37 new components. I wrote about 70% of the commits. - Built the UI on shadcn/ui and Tailwind, adapted to the brand (tokens for light and dark, one icon set), and wrote the rules and skills the AI coding agents work from. - Rebuilt the app's navigation around the user's journey and brought discovery onto Home. - Led design for Stitch, an AI agent that turns artwork into stitch-ready embroidery, from the agent inside the app to a studio simulator. Launched on Product Hunt in September 2026. - Designed and built the website's new homepage in code. UX Design Lead · Skylead Oct 2023 – Apr 2026 · Belgrade Led UX for a LinkedIn and email outreach platform, including Skylead 4.0 (Product Hunt, October 2024). Product Designer · LearnUpon Dec 2021 – Mar 2023 Product design for a learning management platform used by businesses worldwide. Senior UX Designer · GetSwift Aug 2020 – Dec 2021 UX design for a delivery management platform. Earlier, 2010 to 2020: UX and product design at MANE Digital, Centroplan, Quantox Technology, CBANC Network, Namics, Business Outsourcing Services, and freelance.
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SIDE PROJECT	Gothic · 2023 · A chess piece set on Chessly by GothamChess (Levy Rozman, the most-subscribed chess channel on YouTube), used in its courses and available to every player.
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SKILLS	Product design · Information architecture · Design systems · Production UI in code · Designing for AI agents · UX research (interviews, jobs to be done)
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TOOLS	Figma · Claude Code · React, Next.js, Tailwind CSS, shadcn/ui · Git · Linear
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EDUCATION	BA, Graphic Design and Visual Communication Faculty of Art and Design · 2010 – 2015 Certificate in Design Thinking 2022
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LANGUAGES	Serbian (native) · English (professional)
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