Peter Vdovin

Lead Product Designer
Berlin, Germany

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A Product designer with **18 years of experience**, mostly as a **Founding Designer in multiple startups**. Worked closely with founders on **SaaS B2B/B2C products** across **Agentic AI, FinTech, and eComm**. Comfortable with chaos, balancing hands-on design with leadership/mentoring, and covering everything from research to documentation.

Experience

Sep 2024 - Dec 2025
Düsseldorf, Germany

Lead Product Designer (Contract)
Cognigy

- 1st designer in a 300+ person company.
- Reported directly to the Product Director, worked with 6 product teams.
- Built the design team, set up design processes, and fully updated design system.
- Delivered multiple key projects, including the AI Agents creation hub, collaborative Conversation flow editing, Support agent cabinet, Copilot, and admin dashboards.

Mar 2021 - Aug 2024
Berlin, Germany

Lead Product Designer
Monite

- 1st product designer, 7th employee. Helped grow the company to 50+ employees.
- Reported directly to founders, worked with 3 product teams, led a team of up to 5 people
- Created the majority of the company's core products, 15+ projects from accounting to payments
- Designed the production-ready SaaS platform, then helped team to pivot to an API-first product

Nov 2017 - Mar 2021
New York, USA

Senior Product Designer
ManyChat

- 3rd product designer, 15th employee. Helped scale the company to 250+ employees.
- Reported directly to founders, worked with 3 product teams.
- Completed the Dev Program project, designed the whole Facebook Ads integration, and created a new system of message marking that allows us to comply with Facebook anti-spam policies.
- Design Community development - a course about design for non-designers, design systems, workshops, hiring, OKRs creation, job grades system, and so on.

Apr 2016 - Nov 2017
Sherman Oaks, USA

Senior UI/UX Designer
Xsolla

- 4th designer in a team of 6, at a company with 250+ employees
- Redesign of the main product, Paystation - a payment interface for purchasing in-game items.
- Developed from scratch a corporate side project - Tomatoshark, a music licensing marketplace.
- Designed the Xsolla Academy, an online platform where gamers can book coach sessions and improve their skills in a selected video game.

Languages

English: C2
Russian: Native

Skills

Figma, UI/UX, Design systems, End-to-end design process, Prototyping, A/B testing, User research, Market research, Cross-functional communication, Business and technical constraints understanding, API, Technical documentation, Leadership, Mentoring, Stakeholder management, Strategic thinking.

Education

Sep 2002 - Sep 2007

Bachelor, Industrial and Product Design
National Research University of Electronic Technology (MIET)