

Edvard Gezin

Product Designer

10+ years of experience

Objective

I leverage a decade of experience in product design to help companies define, design, launch, and improve world-class digital products, with focus on SaaS platforms & design systems. I firmly believe that user-centered design drives companies forward.

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Experience

Cisco Meraki — Senior Product Designer, Design Systems & Product

02.2021 – Now | San Francisco, US

Leading Cisco's design system Magnetic, building high-fidelity prototypes, component libraries, writing documentation, doing quali/quantitative research and leading large efforts in accessibility, color science and engineering support for web and mobile products. Drove AI innovation utilizing OpenAI's API for internal and external tools. Built and implemented Light/Dark token library. Worked cross-functionally across research teams, engineering, product, leadership and design.

Axis Communications — Lead UX Designer Lund, Sweden | 04.2020 – 02.2021

Lead UI & UX design for several teams and surveillance products for law enforcement, hospitals, airports, education, prisons and public spaces. Active contributor to design systems, company culture and UX processes.

Fieldly — Senior Product Designer Malmö, Sweden | 11.2019 – 04.2020

Designed SaaS software as well as a company wide re-brand. *Managed brand book, design system and component library*, launched SaaS product. Made UX flows, pulling data for research and presentations and workshops to stakeholders.

Mercedes-Benz R&D — Interaction Design Sunnyvale, Cali | 08.2018 – 09.2019

Filed 4 patents, won internal company Hackathon. *Built interfaces for MercedesMe voice assistant*. Designed in-car HMI systems for production (S-class) and concept cars (Maybach Vision 6). Designed interactive hardware prototypes, UI systems, UX research. *Worked on the high-fidelity prototypes and user-flow for the MercedesMe AI voice assistant app*.

Volvo Cars — Project Lead Gothenburg, Sweden | 04 – 06.2017

Worked on brain to brain communication concept, creating interactive experience to inspire employees about friction-less relationships between machine and humans.

Education

Stanford University — Archeology of Design Stanford, CA | 04.2019

Hyper Island — B.S. Digital Media Creative Karlskrona, Sweden | 01.2017

Malmö University: B.S. CS & App Development Malmö, Sweden | 2015

Design:

Figma / Sketch / Adobe Suite / Framer / Webflow
HTML / CSS / JS

Technical:

Design System Management / Jira / Confluence / Asana/Protopie / Cinema 4D / Unity / Arduino / chatGPT / Midjourney

Other:

Fluent in 3 languages (Eng Swe, Rus) / Ideation / Rapid high-fidelity prototyping / Research (quali./quant.) / Public Speaking