

Lev Kormych

AI Design Engineer · Creative Director

kormicho@gmail.com Telegram @LevKormych kormych.com LinkedIn

SUMMARY

Designer with 10 years in product design, art direction and teaching. Since 2022 I use AI in design work, since 2025 I build products and workflows with AI agents.

I am not a hand-coding developer. I design the system, write the specs and rules, run coding agents (Claude Code, Codex, Gemini) and review what they produce. This way I take work from idea and Figma to working, deployed code.

EXPERIENCE

Fintech company (crypto exchange)

2021 to now

Senior product designer, AI design engineer

Crypto exchange and B2B fintech platform. Started in a team of 7 designers.

Product design

- Designed the exchange platform and the mobile app for iOS and Android: user flows, screens, UI components.
- Motion for app transitions in After Effects, handoff to developers, design review of the build.
- Landing pages, marketing visuals and 3D content for campaigns.

Brand and rebrand

- Took part in the brand from the early branding to the current rebrand.
- A rebrand concept: crypto and fiat in one platform, two colours, light beams instead of images where there is no picture.
- Brand book and a short brand deck for the CEO and co-founders.
- Four image styles (photo, porcelain 3D, isometric illustration, icons), each with a master prompt so AI images stay consistent. Audited 23 pages, 176 image slots, generated about 100 new images.

B2B website

- Concept and design of the new B2B site, 29 pages.
- Built with an agent pipeline: a design system of 48 tokens and components first, then a lead agent and 12 worker agents build 11 sections at 4 breakpoints from Figma, a judge agent compares each piece with the design, then I review. Live pilot.
- Wrote rules after hitting the Figma API limit: pull design data once into a cache, a call budget per agent.
- Turned the process into a studio app where designers and a developer take pages from Figma to code, with two approval steps.

Email builder

- Collected 37 real emails into 21 reusable blocks.
- A copy skill for Claude with 19 tags for 9 email types places copy into the right blocks and outputs HTML.
- Three-step approval: designer, lead, deploy.

Own products

2025 to now

Designer and product owner, code by AI agents

- **SOFA**, macOS app that runs several AI coding agents on one board: one splits the task, others do it, a separate one checks. 2,778 commits, 85 releases in about three months. I use it for all my work.
- **Cue**, macOS window manager. 6,442 users in 19 days from 84 countries, on Product Hunt.

- **Blo**, language learning app with AI cards and spaced repetition. Web live, iOS in TestFlight.
- **LockyFeed**, Chrome extension. **Dissertation Studio**, web app.

DAN.IT Education

2018 to now

Design mentor, course author

- Built the UX/UI design course and its structure: three modules (landing page, app, web page), lessons, practice tasks and final projects.
- Mentor students through real projects: reviews, feedback, portfolio preparation.
- Earlier taught design software.

School of Visual Communication

Teacher

- Taught composition, Photoshop and After Effects.
- Curated the motion design course and wrote its program.
- Student works from the course received 3 Behance awards.

Maxitech

2020 to 2021

Brand and web designer

B2B services for crypto and trading. Brand concepts, websites and landing pages, key visuals, marketing support.

McCann Kyiv

2019 to 2020

Art director

- Creative concepts for TV and digital commercials, product rebranding and packaging, key visuals for print.
- Led production: briefed and reviewed the team of designers, worked with production studios, went on shoots.
- Took projects from idea to release: client brief, concept, presentation and defence of ideas, quality control of the final work.

SKILLS

Design	Product and UX/UI design, design systems, prototyping, brand identity, art direction, motion, 3D
AI workflows	Multi-agent pipelines, prompts and skills, design to code, AI image direction, review rules
Team	Leading designers, briefing, feedback, teaching, working with developers and managers
Design tools	Figma, Photoshop, Illustrator, After Effects, Premiere, Blender, Cinema 4D
AI tools	Claude Code, Codex, Gemini, Figma MCP, Stable Diffusion
Built with agents	Web (HTML, Astro), Electron, Flutter, SwiftUI, Supabase, Vercel

EDUCATION

2019	KAMA, art direction
2017 to 2018	School of Visual Communication, graphic design and art direction
2016 to 2020	Kyiv Boychuk Academy, industrial design
2015 to 2016	Academy Step, computer programs

LANGUAGES

English B2 · Ukrainian native · Portuguese A2