

David Streshinski

Senior Product Designer | Complex Systems & AI-Assisted Product Development

Kiryat Ono, Israel

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SUMMARY

Senior Product Designer specializing in complex, mission-critical systems, with experience spanning user research, product strategy, interaction design, and AI-assisted development. Currently designing operational systems for the Israel Defense Forces, with additional experience in product management and design leadership. Build working web and mobile prototypes using modern front-end technologies and AI coding agents. Founded and lead a UX guild to promote shared standards and improve design practices across teams.

EXPERIENCE

Senior Product Designer

May 2024 – Present

Israel Defense Forces (IDF)

- Design complex operational planning, Gantt, chat, and data interfaces for reserve Unit 1337 and the Mazpen unit.
- Conduct user research and translate operational needs into workflows and interfaces for complex, high-stakes environments.
- Take on product management responsibilities for an operational product, coordinating requirements, prioritization, and design decisions.
- Founded and lead the IDF UX Guild, establishing shared design standards and organizing workshops to improve UX practices across teams.
- Introduce industry-standard product design methods into a constrained, classified environment.

Freelance Product Designer

Jan 2024 – Present

UXforge

- Lead independent product design engagements for startups at different stages, from product strategy and early discovery to hands-on UX/UI design.
- Translate business objectives and user needs into product concepts, user flows, prototypes, and implementation-ready designs.

Product Designer

Oct 2022 – Nov 2023

MindCET – EdTech Innovation Center

- Worked with early-stage startups through an EdTech innovation accelerator, helping teams shape and validate product concepts.
- Defined user needs, personas, business requirements, product positioning, and user flows.
- Designed end-to-end product experiences, including brand identity, UX architecture, and UI design.

Product Designer

Apr 2022 – Sep 2022

PitangoUX (Triolla)

- Led client projects from stakeholder discovery and project kickoffs through iterative design sprints and final deliverables.
- Worked as an embedded product designer for startups and enterprise clients across gaming, cybersecurity, health tech, and other industries.
- Translated complex business and user requirements into structured, usable digital experiences.

SELECTED PROJECTS

KYRON – Community First-Responder System

[View Case Study](#)

Independently researched and built a working web and mobile prototype in five weeks, exploring how communities could coordinate local emergency response.

- Conducted desk research using public reports and documented operational needs.
- Designed the product experience and implemented the prototype using AI-assisted coding tools.
- Evaluated the concept through three stakeholder interviews.
- Identified a lack of a clear buyer and institutional mandate, and recommended not proceeding with further development.

Focus: Product discovery, UX research, end-to-end design, AI-assisted development, product judgment.

KYRON AI – Evidence-Based Incident Assistance

[View Case Study](#)

Designed an AI-assisted decision-support concept within KYRON's incident workflow, focused on helping coordinators evaluate recommendations without surrendering control.

- Designed a distinct, clearly labeled AI assistance layer.
- Incorporated supporting evidence alongside recommendations.
- Kept human approval as a required step before actions could be sent.

Focus: AI UX, human-in-the-loop interaction, trust, explainability, decision support.

EARLIER EXPERIENCE

Chief Security Officer – Cruise and Cargo Ships

Led security operations in complex, high-pressure maritime environments across more than 80 countries. This experience informs my approach to operational workflows, situational awareness, and command-and-control interfaces.

SKILLS

Product Design: User research, stakeholder interviews, information architecture, interaction design, complex workflows, prototyping, usability, design systems.

Product Strategy: Problem discovery, requirements definition, product prioritization, concept validation, product management.

AI-Assisted Development: Rapid prototyping, AI coding workflows, front-end implementation, iterative product development.

Design Leadership: UX standards, design workshops, cross-team collaboration, design advocacy.

TOOLS & TECHNOLOGIES

Design: Figma, design tokens and variables, component libraries, Auto Layout.

Development: React, React Native, Tailwind CSS, MUI, Git, Supabase, Vercel.

AI & Prototyping: Claude, Claude Code, ChatGPT, Gemini, Cursor, Higgsfield.