

GEORGE KAVUMA

Product Designer | Enterprise AI, SaaS & Complex Workflows

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Canadian citizen | Open to Canada and U.S. opportunities | TN-eligible | NEXUS

SUMMARY

Product designer focused on complex enterprise software, AI products, and workflow-heavy systems. Designs from the underlying process outward: mapping states, decisions, permissions, handoffs, failure conditions, and human review before translating them into interfaces.

Experience spans enterprise AI, legal technology, public-sector hiring, research automation, education, and early-stage products. Works across research, product strategy, workflow and interaction design, prototyping, design systems, accessibility, and implementation. Comfortable working directly with customers, founders, executives, engineers, and cross-functional teams from ambiguous problems through shipped products.

Designs increasingly in code using AI-assisted development tools, while using Figma for exploration, systems, specifications, and engineering handoff.

SKILLS

Product Design

Product strategy, workflow design, interaction design, information architecture, systems thinking, prototyping, user flows, journey mapping, state diagrams, decision tables, product specifications

AI & Enterprise Systems

Agentic workflows, human-in-the-loop systems, agent lifecycle design, role-based experiences, permissions, approval flows, audit trails, high-sensitivity data flows, multi-agent workflows

Research

User interviews, usability testing, continuous discovery, research planning, stakeholder workshops, customer discovery, research synthesis, automated recruitment

Design Systems & Accessibility

WCAG AA, component libraries, design tokens, responsive design, accessibility documentation, cross-product design systems

Product Delivery

Roadmaps, sprint planning, release scope, Jira, developer collaboration, product documentation, decision logs, requirements, client presentations

Tools & Technology

Figma, Figma Make, Cursor, Claude, Claude Code, ChatGPT, Codex, React, Next.js, Tailwind CSS, Radix UI, HTML, CSS, JavaScript, Python, Git, Storybook

EXPERIENCE

NEXTGEN AI TECHNOLOGIES

Product Designer / Product Manager

January 2026 – Present

Enterprise AI agent platform

- First product hire responsible for product design across an enterprise AI platform and customer agent workflows.
- Designed agent lifecycle states that separate Draft, Testing, and Live environments and give customer administrators control over deployment.
- Built a WCAG AA design system from zero and established reusable interaction patterns across the platform.
- Designed human-in-the-loop workflows where AI agents recommend actions while people retain authority over sensitive business decisions.
- Mapped complex business processes, system dependencies, permissions, failure states, and operational handoffs before translating them into interfaces.
- Designed industrial sales workflows with three required human approvals, role-based information access, and an immutable decision trail.
- Took NDS Logistics workflows from discovery and systems mapping through production; initial designs received client approval within two days.
- Helped establish two product and engineering pods across platform and agent runtime work, working with seven developers.
- Introduced two-week sprint and release rhythms and clearer product documentation and decision records.
- Maintained product cycle times of approximately two to three days across eight sprints while average velocity increased from 54 to 68 points.
- Participate directly in customer discovery, sales conversations, executive demonstrations, roadmap decisions, release planning, and implementation.

GWSK PRODUCT STUDIO

Founder / Product Designer

2021 – Present

Independent product studio working across AI, HR technology, education, and emerging technology.

- Work with founders and product teams from problem framing through product strategy, workflow design, prototypes, design systems, and implementation.
- Design increasingly in code using Cursor, Claude, and Codex to work closer to engineering speed and reduce traditional design-to-development handoffs.
- Write significant product decisions with their reasoning, constraints, and tradeoffs so teams retain context after an engagement.
- Hired five designers and provided product direction, system decisions, mentoring, and final design review across client work.
- Designed a role-aware corporate learning platform that shares core components across trainer, learner, and administrator experiences.
- Contributed product and venture work in emerging and defence technology, including presenting at Canada's Defence Tech Hackathon.
- Continue hands-on design work while coordinating designers and collaborating directly with founders and developers.

APPLY TO EDUCATION

Product Designer

October 2023 – January 2025

K–12 hiring platform serving North American school boards

- Redesigned the job application experience around a reusable candidate profile so applicants could carry information and documents across applications.
- Designed responsive application workflows for teachers applying primarily from mobile devices.
- Introduced saved progress, reusable documents, application tracking, and multi-school-board workflows.
- Built a WCAG AA design system to make accessibility part of reusable components rather than a screen-by-screen requirement.
- Designed workflow and information hierarchy for a performance improvement product used across employee, principal, and HR contexts.
- Worked within the implementation constraints of a single frontend developer and prioritized solutions that could realistically ship.
- Automated research recruitment using Python and iMessage, reaching more than 1,000 teachers and filling ten usability-testing sessions in two days.
- Shipped board switching, applicant landing, application, and supporting setup workflows.

I PRO / REVEAL

Product Designer

August 2022 – August 2023

Enterprise legal technology

- Worked across legal discovery, evidence, archiving, and trial software in a distributed enterprise product portfolio.
- Designed the first cloud concepts for TrialDirector, a long-running courtroom evidence platform.
- Designed offline-first workflows for courtrooms without reliable internet connectivity.
- Created change-management patterns where offline edits remain logged and require authorized review before entering the primary case record.
- Designed audit trails capturing who made a change, when it occurred, and which case item it affected.
- Conducted feedback sessions with trial project managers and translated operational risks into product requirements.
- Designed early search and keyword-builder experiences for the discovery platform now offered through Reveal.
- Contributed components, accessibility patterns, and documentation to the I PRO design system.

DELVINIA / METHODIFY

Product Designer

2020 – 2021

Enterprise research automation platform

- Worked on the product team building an enterprise market-research platform.
- Translated product and business requirements into workflows, prototypes, and product experiences.
- Contributed to platform work supporting organizations including RBC, TD, CIBC, BMO, and McDonald's Canada.
- Worked directly with product and company leadership on product direction and implementation.

UNIVJOBS

Product Designer

2016 – 2019

Student employment marketplace

- First designer on an early-stage marketplace connecting students with employment opportunities.
- Designed and validated the early product experience as part of the founding team.
- Worked across product definition, user experience, prototyping, and early-stage validation.
- Product was presented at Y Combinator Startup School and received coverage from blogTO and Oakville News.

SELECTED PRODUCT WORK

Industrial AI Dealer Sales

Designed an AI-assisted sales and leasing workflow for a global industrial technology company. Mapped a ten-step order process from discovery through licensing, introduced three mandatory human approvals, separated sensitive dealer cost data by role, and created auditable recommendations showing agent reasoning, confidence, and version history. Delivered an interactive executive demo nine days after kickoff.

NextGen AI Agent Platform

Designed lifecycle controls that make every enterprise AI agent Draft, Testing, or Live and place deployment authority with customer administrators. Built the supporting WCAG AA design system and workflow patterns used across the platform and production customer agents.

TrialDirector Cloud

Designed offline-first courtroom workflows for a cloud version of a legal evidence platform. Created review and reconciliation patterns that preserve every offline change until an authorized case lead accepts or rejects it.

Apply to Education

Rebuilt a public-sector hiring workflow around one reusable applicant profile. Designed responsive applications, document reuse, saved progress, application tracking, school-board switching, and an accessible component system.

Say Yeah

Designed a shared corporate-learning dashboard where trainers, learners, and administrators use the same underlying components with capabilities revealed according to role.

LEADERSHIP & ADDITIONAL EXPERIENCE

Canadian Armed Forces

Infantry Reservist

- Served seven years with the Royal Regiment of Canada and Royal Winnipeg Rifles.
- DP2-qualified Small Arms Coach with experience instructing and making decisions under limited time, information, and resources.

Royal Canadian Air Cadets

Warrant Officer Second Class

- Served six years.
- Held responsibility for staff and cadet teams during summer training and squadron operations.

EDUCATION

Sheridan College

Honours Bachelor of Interaction Design

Sheridan College

Graduate Certificate, Creative Industries Management

ADDITIONAL EDUCATION & CERTIFICATIONS

Y Combinator Startup School

Digital Behaviour Change & Emotional Design Psychology, AlterSpark
TCPS 2: CORE Research Ethics

Product Designer.