

Boti Kis

Senior UI/UX & Product Designer, Team Lead, Motion & Systems Sorcerer

open to on-site, remote, or hybrid

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✦ 01 SUMMARY

Senior UI/UX & product designer with 15 years turning research into products people actually use, across mobile, SaaS, and embedded. Known for design systems that scale, motion that brings interfaces to life, and an AI-assisted workflow that ships more without dropping quality. Built and led teams behind work for IKEA, Red Bull, Erste Bank and Wiener Linien.

✦ 02 SKILLS

Design systems · Design tokens · UI/UX design · Product design · Interaction design · Information architecture · Mobile (iOS) design · Motion design & UI animation · Prototyping · Usability testing · A/B testing · User research · Journey mapping · Design sprints · Lean UX · Accessibility (WCAG) · Dev handoff · AI-assisted design (MCP)

Tools: Figma, Sketch, Adobe CC, After Effects, Lottie, Rive, Hotjar, UserTesting, Jira, Notion, Miro, Git, AI copilots (Claude, Gemini, ChatGPT)

✦ 03 EXPERIENCE

✦ Senior UI/UX Designer

chatlyn GmbH · Vienna · 2025 – present

- Rebuilt a Series-A hospitality SaaS on a single design system, replacing three inconsistent component implementations with one source of truth and cutting component ship time from days to hours.
- Wired AI into the pipeline via MCP so designers draft system-compliant components straight into Figma, roughly doubling design output.
- Replaced hour-long configuration screens with a self-serve onboarding wizard, cutting setup from ~60 minutes to ~10 and dropping onboarding support load by 30%.

✦ Lead Designer & Product Management

DungeonFog GmbH · 2019 – 2024

- Sole designer and producer of an RPG map-making tool with 100,000+ users: analyzed usage and interviewed users to prioritize the roadmap, then shipped features that drove a 40% usage spike and a lasting 4 to 6% lift in the active user base.
- Designed the full UI for Project Deios, funded at €420,000 on Kickstarter, 8× its goal.

✦ Freelance Product Designer

ConPass Events · compass-event.com · 2022

- Designed ConPass end to end, from sponsor pitch to a shipped Material 3 app with gamification and rigged 2D animation.

✦ Head of UI/UX Design

dotsandlines GmbH · Vienna · 2017 – 2019

- Built and led the UX practice from scratch, growing the team from 2 to 6 with zero attrition and mentoring juniors up to mid-level over two years.
- Established design sprints, lean UX and usability testing as the studio standard, embedding research into delivery and staying accountable for every project that left the studio, 30+ over two years.
- Led motion and campaign design at scale, building template systems that shipped a dozen-plus ad variations per campaign consistently.

✦ UI/UX Designer

allaboutapps GmbH · Vienna · 2014 – 2017

- Designed 30+ native mobile apps across transit, retail and banking, owning UX end to end from research and wireframes to tested, shipped product.
- Drove the agency's shift from developer-led to design-led, embedding user research and usability testing into delivery from day one and lifting the UX standard across every client engagement.
- Built shared UI patterns and a repeatable research-to-handoff process that raised consistency and cut rework across client teams.

✦ Senior iOS Developer

allaboutapps GmbH · Vienna · 2012 – 2014

- Built and shipped native iOS apps concept to code, including banking products used by over a million people.
- Ran code reviews and Scrum and supervised part of the team, setting the quality and delivery bar.

✦ Freelance iOS Developer

2010 – 2012

- Taught myself Objective-C and shipped early App Store apps solo, concept to release, in the App Store's first years.

✦ 05 EDUCATION

Astronomy & Physics, University of Vienna · 2010 – 2013. Studied for three years before moving into design.

✦ 06 LANGUAGES

German (native) · English (fluent)

