

NIKA VIZINTIN PRINZ

Lead Product Designer · designs and builds

www.nikavizintin.com



ABOUT

I design complex, data-dense products for technical users in regulated environments, and I build them too. 10+ years across cybersecurity, HR tech and automotive: research and strategy, information architecture, design systems, prototypes, production code. My unique angle is creating accessible designs.

I've worked at both extremes, contributing to a design system used by 20+ teams at Personio (\$6.3B) and building Intruder's entire design foundation from scratch. I pair with engineers from first prototype to production.

AI-assisted workflows are how I work daily and how I got my team working the same way.

SKILLS & TOOLS

Product Design

Figma · FigmaMake · Miro · Adobe Creative Suite

AI-Assisted Design & Development

Claude Code · Cursor · Antigravity · Next.js · React Vercel · GitHub

Research & Problem Framing

Dovetail · EnjoyHQ · Count · PostHog · Usability testing · WCAG 2.1

Illustration

Figma Draw · Procreate · Illustrator

LANGUAGES

Fluent: Slovenian · Croatian · English

B2 proficiency: German

EDUCATION

Bachelor of Visual Communication

2012 - 2016 (Faculty of Design Ljubljana)

Audiovisual and Multimedia Communication

2015 - 2016 (ES de Comunicacao Social)

Graphic Design

2008 - 2012 (High School for Design)

CONTACT

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EU Remote · Slovenia

WORK EXPERIENCE

Lead Product Designer @Intruder.io

Aug 2025 - present in Ljubljana, Slovenia

Promoted to lead as a hands-on IC, owning strategy, roadmap and execution for high-stakes security workflows where clarity directly changes user outcomes.

- Redesigned pricing and product packaging, launching a new tier that hit 6.1% adoption in 6 months against a 5% target and reached £430k ARR ahead of forecast at the highest conversion and retention of any tier
- Built functional React and Next.js prototypes for real-time alerting, risk assessment and vulnerability triage, so stakeholders tested decisions in a working product instead of a static file, then documented the AI-assisted design and dev workflows behind them and took adoption from just me to 15 designers and engineers
- Designed and shipped Greg AI, an in-product assistant built on Claude, from concept through to production, cutting support tickets on vulnerability interpretation by 16%
- Identified the licence-management expansion opportunity unprompted as the company moved into acquisition preparation: ran 12+ customer interviews, mapped 3 user types and delivered a 4-phase rollout roadmap that fed the acquisition value story

Senior Product Designer @Intruder.io

Nov 2022 – Aug 2025 · Berlin, Germany

Design owner for a cybersecurity SaaS in a regulated environment: real-time dashboards, multi-step investigation workflows. Paired with engineers from spec to production.

- Created BITS, Intruder's design system, from scratch: 40+ components, design tokens and usage documentation - driving 34% faster feature development, 3x faster design-to-dev handoff and 100% team adoption within 6 months
- Rebuilt platform navigation onto an industry-standard pattern after competitor analysis and A/B usability testing: 60% fewer navigation support tickets, 40% faster task completion, 15% higher trial-to-paid conversion
- Designed and branded CVEmon, a standalone vulnerability-intelligence product, end to end: custom identity and a pixel-art character system that scales from favicon to full-page illustration

Product Designer @Personio

Feb 2020 – Nov 2022 · Munich, Germany

Owned the Employee Organisation domain at a \$6.3B HR SaaS unicorn serving millions of users, working directly with a PM, a researcher and engineers.

- Redesigned the org chart end to end, from research through final UI, across 3 weekly rounds of usability testing: page visits 20k to 400k, active accounts 4k to 11.2k, and the feature was used in the Series E investor pitch
- Designed a mini-map navigation pattern that made large organisations readable at scale, replacing a tool most users were bypassing for Excel and Lucid Chart
- Contributed to the global design system across 20+ product teams, holding visual consistency at scale

UX/UI Designer @Futurice Agency · Sep 2018 - Feb 2020

UX/UI Designer @IBM Innovation Center (BMW) · Jan 2018 - Sep 2018

Visual & Interaction Designer @Intuity (Mercedes) · Nov 2016 - Dec 2017