Nick Vyhouski

Staff Product Designer

Montreal, QC, Canada | Canadian citizen | Hybrid or remote | Open to 10% travel

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Product designer with 14+ years and 20+ shipped products across B2B SaaS, AI and analytics. Partners with product and engineering leaders to define workflows, resolve platform inconsistencies and carry designs into implementation. Work spans enterprise modernization at InRule, AI research experiences at Sprig, and design systems and prototyping tools built in code.

Experience

Pegbo Aug 2026 – Present

Design Technologist | Contract

- Designed and built functional prototypes to explore project navigation, bid-package review and contractor invitation workflows, comparing alternative interaction and visual directions.
- Architected a code-first design system connecting Figma, React, reusable components and theme and density controls. Parts of the rebuild are now adopted in production.
- Built machine-readable component guidance, validation tools and AI-editor feedback to check generated interfaces against shared design decisions, including contrast and responsive behavior.
- Ran controlled comparisons of design-system architectures and AI-assisted builds, documenting accessibility findings, costs and trade-offs to inform adoption decisions.

Sprig Oct 2025 – Mar 2026

Senior Product Designer, Platform and AI | Contract

- Designed interaction patterns for Design Agent and Synthesize Agent, including source citations, interactive reporting and user-controlled changes to AI-generated content.
- Worked across product pods to align design-system patterns and improve consistency.

Independent Product Design **2022 – Present**

VV DSGN and Toptal client engagements, alongside separately listed roles

- Co-run VV DSGN, a product-design practice working with founders and product teams on SaaS products, workflow builders, dashboards, portals and admin tools.
- Additional client contracts through Toptal. Selected client: FraudFighter (2023–2024), modernizing document and identity verification across web, mobile, Windows desktop, plugins and kiosk interfaces through the Ultraviolet design system.

InRule May 2023 – Dec 2024

Senior Product Designer | Contract

- Designed shared navigation and authoring patterns for an initiative to bring legacy desktop, web and acquired tools into one decision-automation platform.
- Designed rule and process editors, plus AI-assisted schema generation with an explicit Apply step so authors control changes.

Pendo.io Nov 2021 – Nov 2022

Senior UI/UX Designer | Contract

- Redesigned Data Explorer and subscription-spend analytics, working across product teams with the design-system lead and design engineers.

Acies.ai Oct 2019 – Aug 2021

Founding Designer

- Owned product design from concept to launch for a payments BI platform: product definition, competitive research, information architecture, workflows, UX/UI, branding and design systems. Worked directly with the CEO and CTO on roadmap decisions and with engineers through implementation. Platform later productized through Freedompay.

Data Plus Math 2018

Senior Product Designer

- Designed analyst workflows for cross-channel advertising measurement, including an audience rule builder, BI reports and recommendations with inline actions.

Blue Medora 2017 – 2019

Lead Designer | BindPlane and SelectStar, via Toptal

- Partnered with the CTO for two years on telemetry and database monitoring. Developed shared dashboard and configuration patterns across integrations, using flows and system maps to align the product team.

Mayven Oct 2017 – Oct 2019

Product Designer

- Designed interfaces and design systems across multiple client projects, working directly with founders, agency leadership and engineering teams. Work also included reporting experiences and internal project-management tools.

MeetnGreetMe Oct 2014 – Apr 2019

Co-Founder and Head of Design

- Co-founded a web and iOS marketplace; led design and used customer interviews to shape service categories and trust signals. Supported five languages and a greeter community across 60 cities. World Summit Award, Culture & Heritage, 2016.

Leadership and mentoring

Mentored six designers from junior to senior; run a community of about 15 designers. Teach designers and product managers to prototype with design systems and AI. Previously co-founded a five-person design consultancy and led its design team.

Expertise

Product strategy; information architecture; analytics; AI interaction and trust; design systems and accessibility; Figma, React, TypeScript, Storybook; AI-assisted prototyping.

Education and professional development

BA, Media and Communication / Visual Studies, European Humanities University. Maven: AI Product Design Patterns (2024), Product Strategy for Designers (2024), Design System Bootcamp (2023).