Matan Vahaba

Product Designer

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SUMMARY

Technical Product Designer with 5+ years in tech. For the past 3 years, first employee and Solo Founding Designer at Alma Security, taking complex B2B cybersecurity products from zero to one. Bridges design and engineering by contributing directly to the production codebase.

SKILLS

Design: UI Design, UX Design, Interaction Design, User Flows, Information Architecture, Wireframing, Prototyping, Responsive Design, Visual Design

Research: User Research, Stakeholder Interviews, Usability Testing, Discovery, User Journey Mapping

Design Systems: Atomic Design, Component Libraries, Design Tokens, Design System Documentation

Tools: Figma, Cursor AI, GitHub, Adobe Creative Suite

Technical: Design-to-Code Workflows, Frontend Component Refinement, HTML, CSS, Version Control

Domain: B2B SaaS, Cybersecurity, Enterprise Dashboards, Zero-to-One Product

EXPERIENCE

Alma Security — Solo Founding Product Designer

June 2023 – Present | Cybersecurity Startup, Founding Team

- Sole design owner since company inception; established all design processes, the brand identity and UX language, and the end-to-end design-to-development workflow.
- Contribute directly to the production environment by fixing UI bugs and refining frontend components in the source code using Cursor AI and GitHub.
- Partner with the CEO and CTO to translate complex cybersecurity data and technical requirements into intuitive B2B SaaS dashboards and workflows.
- Built and maintain a scalable atomic design system in Figma, reducing engineering implementation time by [X]% and ensuring cross-platform visual consistency.
- Lead user research and stakeholder interviews with security engineers to identify friction points, reducing task completion time on core security features by [X]%.
- Design cross-channel marketing collateral and sales assets to establish brand authority in the ADR space, maintaining visual consistency across all digital touchpoints.

The Other Half — Product Designer

October 2022 – June 2024 | Non-profit matchmaking organization

- Designed a system enabling users to manage their lists and matches.
- Designed and delivered the organization's landing page.
- Created the iconography set for the product.
- Collaborated closely with developers and data engineers through implementation.

Lasova — Product Designer

September 2022 – November 2022 | Volunteer management system

- Built the product's design system, including base, complex, and nested components with full documentation.
- Designed the user flows and UX architecture for the platform.
- Collaborated closely with the development team throughout delivery.

Amplication — UI/UX Designer

November 2021 – February 2022 | Open-source development tool

- Joined as an intern and was hired as a UI/UX designer following the company's seed round.
- Organized, expanded, and repaired components in the company design system.
- Illustrated assets for the marketing website and designed marketing materials including email templates, social media posts, and forms.
- Moderated a 1,500-member Discord community, running threads, feature discussions, and user support.

VOLUNTEERING & COMMUNITY

The Product Lounge — Community Moderator

2022 – Present | Design community for junior designers

- Maintain the community Discord channel and run monthly portfolio review sessions hosted at high-tech companies, alongside physical and digital events, helping junior designers prepare for their first roles.

EDUCATION

Netcraft Academy — Product Design (UI/UX) | June 2020 – August 2021

Coursework in UX methodologies including atomic design and the SMART model for sprints.