

Jukka Yrjönen

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Staff/Principal Product Designer & Systems Architect specializing in Code-First UI, AI-Augmented Workflows, and Canvas-Based Interfaces. Specialist in collapsing the traditional design-to-engineering handoff using Claude Code to output production-ready components. Proven track record in 0→1 architecture, translating complex spatial data, hardware telemetry, and node-based logic into frictionless user experiences.

Available for high-level IC and lead roles, and open to project-based and consultancy engagements.

EXPERIENCE

Swappie — Senior Product Designer

Sep 2024 –

- **Code-First Design Systems:** Pioneered a corporate-scale design system rebuild utilizing AI-compatible semantic tokens. Leveraged Claude Code and Figma MCP pipelines to bridge design intent directly into production-ready React components, treating the codebase as the ultimate source of truth.
- **Automated Handovers:** Eliminated traditional handoff drift by establishing automated code generation for UI components, handling responsive behavior, dark mode variants, and strict EAA/WCAG accessibility compliance at the code level.

Zenniz — UX Lead

Nov 2022 – Apr 2024

- **Spatial UX & Telemetry:** Architected a 0→1 digital ecosystem that translated real-world 3D spatial events (high-speed camera tracking on physical courts) into intuitive 2D digital overlays and real-time dashboards.
- **Cross-Platform Architecture:** Built a centralized, tokenized design system spanning 5+ applications (iOS, Android, Web), navigating the complex seam between physical hardware inputs and digital UI constraints.

Zadaa — Lead UI/UX Designer

Oct 2021 – Oct 2022

- **Native Mobile Architecture:** Directed end-to-end native mobile architecture for a high-volume, multi-market consumer platform. Transformed complex payment routing, wallet features, and transactional logistics into a unified, frictionless app experience.
- **Domain Ownership:** Acted as the design owner for major transactional domains (bidding, subscriptions), continuously aligning patterns and flows with product managers and engineers.
- **Measurable Optimization:** Shipped research-driven improvements that boosted Google Play ratings from 4.1 to 4.6 and App Store ratings from 4.4 to 4.5.

Metropolia University of Applied Sciences — Visiting Teacher

Mar 2020 – Dec 2021 (part-time)

- **System Advocacy & Training:** Designed and delivered Digital Design curricula, building the framework for making complex design paradigms legible to non-practitioners. This methodology directly translates to advocating for design systems and providing the training necessary to embed them across a corporate organization.

SKILLS

Design

UX · UI · Interaction design · Product design · Service design · Mobile app design (iOS & Android) · Design systems · User research & testing · Accessibility · Design strategy

Tools

Figma · Adobe Creative Suite · Miro · Sketch

AI & GenAI

Claude · Claude Code · Human-in-the-loop design · Agentic workflow design

AWARDS

Finalist — Airbus Critical App Hackathon, Industryhack

Honorary Mention — Project of the Year, Projektiyhdistys ry

Finalist — Best Performing Team, Blue Arrow Awards

Finalist — Disruption Award, Blue Arrow Awards

EDUCATION

Metropolia University of Applied Sciences — Bachelor of Culture and Arts

Graphic & concept design, production design, project management

University of Helsinki

Studied Mathematics and Computer Science (transitioned to Metropolia for a more design-focused curriculum)

LANGUAGES

Finnish and English

Fluent

Spanish and Swedish

Basic proficiency

Hunome — Chief Design Officer

Mar 2019 – June 2022 (part-time)

- **Canvas-Based Interface Design:** Directed the overarching design architecture for a deep-tech sensemaking platform, creating highly interactive, canvas-based knowledge maps and node-graph UIs.
- **Complex Interaction Models:** Designed viewport controls, panning/zooming behaviors, and structured reflection frameworks to make vast, multi-dimensional data legible for end-users.

Earlier senior roles (2016–2019)

Lead Service Designer at Forenom · Lead Designer at Freska · Senior Designer at Frantic · UX Designer at HiQ

- UX, service design, and cross-platform product work across agency and in-house environments. Clients across multiple industries; delivered usability lectures and led teams to award competition finals.

DNA — Marketing Designer → Online Marketing Designer → Online Designer

Sep 2013 – Jan 2016

- Led digital design language initiatives and executed UX improvements, enhancing user satisfaction.

*Earlier background in graphic, web, and marketing design.
Ongoing freelance practice alongside full-time roles.*