

David Streshinski

Senior Product Designer

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SUMMARY

Senior Product Designer specializing in defense tech. I research, design and build complex systems end to end, from field interviews to working prototypes shipped with AI coding agents, and I founded and lead the IDF UX guild.

EXPERIENCE

Senior Product Designer

May 2024 – Present

Israel Defense Forces · Full-time

Design operational planning (Gantt), chat and data tools for reserve Unit 1337 and the Mazpen unit, and act as product manager on one. Run user research and bring industry-standard UX into a classified environment. Founded and lead the IDF UX guild, setting shared standards and running workshops.

Freelance Product Designer

Jan 2024 – Present

UXforge · Freelance

Run an independent product design studio for startups at different stages. Engagements range from product strategy and consulting to hands-on UX and UI design.

Product Designer

Oct 2022 – Nov 2023

MindCET – EdTech Innovation Center · Full-time

Advised early-stage startups at an edtech accelerator and worked hands-on inside their product teams. Defined business needs, product-market fit, personas and user flows, then helped build each startup's brand and product end to end.

Product Designer

Apr 2022 – Sep 2022

PitangoUX (triolla) · Full-time

Led client projects end to end at a UX agency, from stakeholder kickoffs through sprints to final deliverables. Worked as an embedded designer for startups and enterprises across gaming, cybersecurity, health tech and more.

PROJECTS

KYRON

www.davidstreshinski.com/work/kyron

A community first-responder system: researched from public reports, built solo as a working web and mobile prototype in five weeks, then taken to the field. Three interviews showed no buyer or mandate, so I recommended not to build.

KYRON AI

www.davidstreshinski.com/work/kyron-ai

The advisor layer in KYRON’s incident flow: a separate, labeled layer with evidence on every recommendation, and nothing sent until the coordinator confirms.

EARLIER EXPERIENCE

Chief Security Officer

Cruise and cargo ships

Led security aboard cruise and cargo ships across more than 80 countries. Managing incidents in complex, high-pressure settings shapes how I design command-and-control systems today.

SKILLS

User research and field interviews	Front-end fluency: Tailwind CSS, MUI, React and
Information architecture and flows	React Native
Interaction and UI design for complex systems	Prototyping in code with AI coding agents
Design systems: Figma variables and tokens, Auto Layout, components	Design leadership: standards, guilds and workshops
	Product management

TOOLS

Claude, ChatGPT, Gemini, Claude Code, Cursor, Git, Figma, Higgsfield, Supabase, Vercel