Manos Chainakis

AI Product Design Lead | UX UI Designer

contact@chainakis.com Athens, Greece Linkedin Profile Portfolio Website

Newsletter - Blog @designer.mano

PROFILE

With **10+ years of experience**, I've led end-to-end product design for Fortune 500 companies and high-growth startups, taking complex products from early problem discovery and validation through strategy, design, launch, and continuous iteration. Across 60+ projects, I've partnered with founders, executive stakeholders, customers, and engineering teams to turn ambiguous challenges into clear product direction and intuitive experiences used by millions.

My expertise lies at the intersection of product design, business, and engineering. Grounded in a Computer Science background and hands-on development experience, I combine strategic product thinking, UX, interaction design, and systems thinking with a practical understanding of how products are built, scaled, and adopted. I also integrate AI and LLMs throughout my workflow to explore ideas, rapidly prototype, validate assumptions, and accelerate product development.

I bring a strong sense of ownership, strategic clarity, and attention to craft to every project. My focus is on simplifying complexity, solving meaningful user problems, and translating ideas into thoughtfully designed products that deliver measurable business and user impact.

PROFESSIONAL EXPERIENCE

AI Product Design Lead May 2024 – Present
Independent
Lead products from **zero-to-one**, partnering with founders and cross-functional teams from early-stage idea validation and business model development through product strategy, design, and launch. Shape product vision by translating complex business objectives and user needs into compelling, scalable digital experiences. Drive the **end-to-end product design lifecycle** across B2B and B2C platforms, landing pages, and AI-powered products, combining strategic thinking with hands-on execution to transform emerging concepts into **validated, intuitive, and market-ready products**.

- **Latest product -> www.caloriescounter.ai**

Manager UX UI Design May 2023 – May 2024
Pfizer Inc
I led a team of designers at Pfizer's Prototype Lab, driving the adoption of emerging technologies, including AI and advanced ProtoPie prototyping, to explore and develop innovative digital experiences. I also initiated and established a comprehensive Design System that streamlined workflows, accelerated design and development, and improved operational efficiency while reducing costs. By guiding the team in creating sophisticated, high-fidelity prototypes incorporating complex logic, voice interactions, and novel interaction patterns, I helped advance Pfizer's digital capabilities and foster a culture of innovation and experimentation.

Senior UX UI Designer Apr 2021 – Apr 2023
Pfizer Inc
In this role, I served as Design Lead on high-profile initiatives including public-facing websites like Pfizer.com and the Center for Digital Innovation . I maintained and evolved parts of Pfizer's enterprise Design System while leading design efforts for emerging AI-powered tools, ensuring seamless user experiences aligned with strategic priorities.

UX UI Designer - Consultant May 2018 – Apr 2021
Dream Labs
As a freelance UX/UI designer, I partnered with local and global clients to translate business objectives and user needs into effective digital experiences. I also pursued independent projects, designing end-to-end software solutions for new products and services.

UX Engineer - Internship Jan 2017 – May 2018
Interactive Software Technologies ISTLab
During my internship, I contributed to the design and development of decentralized social media platforms, creating end-to-end user scenarios for a private voting system. For my thesis, I independently designed and developed a complete web-based chat application similar to Slack, featuring saved conversations. Building these platforms hands-on strengthened my understanding of the full product development lifecycle, technical feasibility, and the collaboration between design and engineering.

EDUCATION

Bsc Computer Science Sep 2013 – May 2018
Hellenic Mediterranean University Heraklion, Greece
Department of Informatics Engineering

Thesis: "Design and development of a teams chat application where users have the ability to characterize a conversation by it's topic and save it as a file.

SKILLS

AI UX Patterns & Apps for Agentic Design

Prototyping

User Journeys

Design Systems & UI Kits

Information Architecture

UX Research

CRO

Mobile Apps Design

Web & Mobile Design

Miro

Collaborative & Clear Communication

Business & Strategy Thinking

Critical Thinking & Problem Solving

Autonomy & Self-Motivation

Low Coding

Vibe Coding
Cursor, Replit

Claude Design & Code

End-to-End Product Design

Wireframes

Accessibility

Design Tokens

Motion Design

A/B Testing

Usability Testing & Validation

Interactive Design

Figma & Figma MCP

Agile & Lean UX Methodologies

Resilience & Growth Mindset

Product Psychology

Strategy

Adaptability & Flexibility

Front-end Technologies (HTML, CSS, Javascript)
Vibe coding (React, Nextjs)

Lovable

LANGUAGES

English
Fluent

Greek
Native

German
Basic

Spanish
Basic

CERTIFICATIONS

Product Psychology Masterclass Sep 2023 – Jan 2024
Growth.Design

Design Systems and Pattern Libraries Feb 2023 – Feb 2023
Nielsen Norman Group

Become a Threejs Developer Jun 2025 – Present
Threejs course - Bruno Simons
Creative Coding

Business Model Innovation Apr 2024 – Jun 2024
HEC Paris

Growth with AI: Your AI-driven Growth Marketing strategy Oct 2024 – Oct 2024
Starweaver - Coursera

Google UX Design Specialization May 2022 – Aug 2022
Google

Advanced Prototyping: From early ideas to rich interactions May 2023 – Jul 2023
Awwwards.com

Storytelling to Present UX Work Jan 2023 – Jan 2023
Nielsen Norman Group

Accessibility: How to design for All Jan 2023 – Apr 2023
Interaction Desing Foundation

Mobile User Experience Design Dec 2022 – Apr 2023
Interaction Design Foundation

Facilitating UX Workshops Jan 2023 – Jan 2023
Nielsen Norman Group

Agile Methods in UX Jan 2023 – Apr 2023
Interaction Design Foundation

UX Research Methods & Best Practices Jan 2023 – May 2023
Interaction Design Foundations

Conducting Usability Testing Jan 2023 – Apr 2023
Interaction Design Foundation

Journey Mapping Jan 2023 – Apr 2023
Interaction Design Foundation

UX Management Jan 2023 – Apr 2023
Interaction Design Foundation

Using motion design to animate with purpose and create delightful experiences Jun 2023 – Aug 2023
Awwwards.com

Consumer Neuroscience and Neuromarketing Apr 2024 – Jun 2024
Copenhagen Business School

Entrepreneurship: Launching an Innovative Business - 4 Courses Specialization Jan 2024 – Apr 2024
University of Maryland - Coursera

Create a Design System from scratch in Figma Jan 2022 – Mar 2022
Awwwards.com

Creating Epic Ecommerce Experiences for Brands: An Advanced Guide Aug 2022 – Oct 2022

Contemporary Brand Identity May 2022 – Jun 2022
Johnson Banks Design

Learning How to Learn: Powerful mental tools to help you master tough subjects Aug 2022 – Dec 2022
Deep Teaching Solution - Coursera