Nick Arvanitas

Product Designer · Design Systems

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About

Product designer at Veriforce working on contractor safety and compliance products used by Google, Intel, and Merck.
Focused on making separate products feel like one: shared patterns, clear flows, and the design system behind them.
Designs in Figma and builds in React and Angular, with a design system both people and AI tools can build from.

Experience

UX Engineer (Product Design) Oct 2025 – Present
Veriforce (acquired Highwire, Oct 2025)

- Built an AI-ready design system, so PMs prototype in Figma Make and Claude Design and devs' AI tools follow our guidelines
- Leading adoption across regional apps and mentoring their designers
- Designed Highwire features for reports, permissions, and contractor legal checks
- Consolidating five design libraries into one MUI theme, with design variables cut from 10,000+ to 1,200

UX Engineer Jan 2025 – Oct 2025
Highwire

- Led design system adoption across Highwire's platform (75+ clients, 12,000+ contractors), building the theme and custom components
- Rebuilt a conflicting CSS foundation so the system could be adopted cleanly
- Documented components in Storybook and Figma for 1:1 handoff

UX/UI Designer Aug 2023 – Jan 2025
Highwire

- Raised assessment completion from 70% to 93% by redesigning a tabbed form into a guided flow with one topic per screen
- Designed contractor enrollment, the contractor homepage, and the client dashboard with the CEO, PMs, and engineering
- Shipped 10+ features across the platform, from first concept to launch

UX/UI Designer Nov 2022 – Aug 2023
Self-employed · Bangkok, Thailand

- Consulted on UI improvements for a healthcare SaaS app, from design updates to front-end changes in Angular
- Designed and built Shopify marketing sites, plus smaller branding work

UX/UI Designer Oct 2020 – Dec 2022
Create Room

- Raised conversion 23% and cut load time from 4.2s to 1.8s by redesigning key pages based on analytics, heat maps, session recordings, and customer emails
- Launched 6+ sales campaigns a year, A/B testing layouts and placements to improve conversion
- Designed a product configurator and set up the design system in Figma

UX/UI Designer Jan 2019 – Oct 2020
Missionary Training Center

- Designed the mobile version of MTC Tools, an internal platform, plus an internal messaging tool

Skills

Design: Product Design, Design Systems, Interaction Design, Prototyping, User Research
AI for Design: Figma Make, Claude Design, AI-ready design guidelines
Tools: Figma, Storybook, JIRA
Languages: English, Spanish (fluent)
Front-End Development: TypeScript, HTML, CSS, Angular, React, Tailwind, MUI, PrimeNG

Education

Utah Valley University 2015 – 2020
BS, Web Design and Development – Interaction Design