

Stefan Condurachi

Senior Product Designer

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Senior product designer with 15+ years shipping operator-facing tools, internal platforms, and complex professional software. Currently co-founder and product designer at Oramo, building end-to-end with an AI-native workflow (Claude Code, Cursor). Previously at Autodesk (Revit structural engineering), Ownzones (cloud admin platform used by Paramount, Sony, Warner Bros, MGM), and Cognizant Softvision (internal platform for Gilead Sciences, parent design system for Estée Lauder). Nielsen Norman Group UX Management & UX Research certified.

CERTIFICATIONS

UX Research Certification — Nielsen Norman Group · 2019

UX Management Certification — Nielsen Norman Group · 2016 · Credential UXC#1015337

EDUCATION

B.Sc. Informatics — “Titu Maiorescu” University, Bucharest · 2012–2015

Architecture — “Ion Mincu” University of Architecture and Urbanism, Bucharest · 2004–2007

SKILLS

Design: Product design, interaction design, information architecture, UX research (qualitative & quantitative), usability testing, design systems, enterprise & internal tooling, B2B SaaS, operator-facing products, prototyping (Figma).

AI-native workflow: Claude Code, Claude, Cursor, ElevenLabs; prompt engineering for design and development workflows.

Technical AI-enabled: Next.js, TypeScript, React, Supabase, Vercel, Git. Understand these tools' roles in the design-to-implementation process; leverage AI copilots (Claude Code, Cursor) to move from design to implementation without a separate engineering handoff.

Languages: English (professional), Romanian (native).

EXPERIENCE

Co-founder & Product Designer — Oramo

Jan 2026 – present · Bucharest (remote) · three-person founding team · oramo.ai · app.oramo.ai

Romania's first intelligent property management platform, serving a €2.75B/year rental market with near-zero existing technology. Three-founder bootstrap team; I own product strategy, design, and implementation end-to-end, leveraging AI copilots (Claude Code) as a development force-multiplier — a tool extending what three founders can ship, not a replacement for roles on the team.

- Shipped to public launch in April 2026. Validated the core wedge before writing code through tens of discussions across the country — 30+ with landlords managing 1–10+ properties, 10+ with agencies — plus competitive review and structured survey research, identifying that most Romanian landlords operate with zero profitability visibility.
- Built the full product (Next.js, Supabase, Vercel) with Claude Code as the primary development copilot — a working demonstration of what three founders using AI as a tool (not a solution) can ship without expanding engineering headcount.
- Reduced property onboarding to under 3 minutes through iterative UX research and design, eliminating the friction that keeps landlords on Excel.
- Architected AI-powered features end-to-end: a market intelligence engine parsing 750+ neighborhood zones, and an in-app assistant with permission-aware context and security boundaries.
- Designed an automated notification architecture (rent overdue, lease expiry, payment confirmation, utility anomalies) replacing the manual tracking responsible for 45% of landlord frustration surfaced in research.
- Resolved post-launch bug reports within 48 hours of public launch via direct customer contact.

UX Strategy Consultant — Self-employed

Jan 2024 – present · Remote

Advisory and hands-on design work for early-stage companies that need senior UX judgment and execution. Lead design from ideation to delivery through consistent presence and mentorship rather than micromanagement; engagements tied to product-market-fit milestones and North Star metrics.

Founder & Product Design Lead — L1 Blockchain Platform

Mar – Nov 2023 · Remote

Led UX for a decentralized Layer 1 blockchain platform from MVP through testnet. Managed end-to-end UX across smart-contract interactions; acted as Technical Product Liaison between engineering and product, translating cryptographic goals into intuitive UX requirements. Orchestrated a 7-week incentivized testnet phase with ~60 participants, synthesizing technical telemetry into actionable design improvements for the mainnet roadmap.

Senior Experience Designer — Autodesk

Mar 2020 – Dec 2021 · Bucharest · 1 yr 10 mos

Designed for Revit, Autodesk's structural engineering product used by the global AEC industry. Every pixel and function I shipped was grounded in direct UX research with practicing structural engineers and stakeholder interviews — a standard of rigor that has shaped how I approach every complex professional-tool surface since.

Lead / Senior UX Designer — Cognizant Softvision

Jan 2019 – Mar 2020 · Bucharest · 1 yr 3 mos

- Led discovery and design for a cross-platform **internal app for Gilead Sciences**, a 15,000-employee biopharmaceutical R&D company. Replaced 30+ legacy micro-apps and pen-and-paper workflows with a unified platform that surfaced team-level visibility to executive leadership for the

first time. Ran stakeholder workshops with Senior Directors and VPs, user research across multiple functions, and delivered signed-off wireframes inside a compressed 5-week discovery window.

- Led the design of a **parent design system for Estée Lauder**, architected so subsidiary brands (MAC, Jo Malone, others) could adapt one underlying language to their own identities — the pattern that scales one design system across a multi-brand portfolio.
- Ran UX research and optimization on customer-facing experiences for **MAC Cosmetics and Jo Malone London** (global navigation, store-locator workflows, usability testing at scale).
- Mentored 3 designers; contributed to an internal UX Academy curriculum.

Head of Product — Creative Tim

May – Dec 2018 · Bucharest · 8 mos

Launched and led a new mobile-product vertical. Shipped **Galio**, an open-source React Native framework (ready-made components, typography, and base theme) still used by the React Native developer community today (galio.io). Drove 30+ developer interviews and focus groups to inform the framework's architecture.

Senior UX Designer — Ownzones Media Network

Aug 2015 – May 2017 · Bucharest · 1 yr 10 mos · first UX hire

- Designed **Ownzones Connect**, a cloud admin platform for movie studios (**Paramount, Sony, Warner Bros, MGM**) to manage and deliver video content — replacing a workflow in which studios were still shipping feature films on physical hard drives via courier. Connect gave post-production operators one dashboard instead of a mailroom.
- Designed the consumer-facing VOD app featured by **Apple TV and Roku TV for three months** in 2015 for its interaction design.
- Built the creative department from zero as first UX hire; implemented the company's internal UX process (milestones, transparency, documented delivery); mentored junior UX designers.

Senior UX Designer — Optaros / MRM

Jun – Dec 2017 · Bucharest

On-site UX audits, stakeholder workshops, and research for enterprise clients. Hired and mentored junior team members; delivered UX artifacts for cross-functional product, engineering, and QA teams.

Earlier roles

2008 – 2015 · Bucharest

- **UI & UX Lead**, Family Vacation, Inc. (NY-based startup) — 2013–2015 · first designer; brand identity, end-to-end UX, front-end implementation.
- **UI/UX Designer & Web Designer**, freelance and agency work — 2011–2013 · websites, landing pages, and brand work.
- **Junior Architect**, Alpha Studio — 2008–2010 · architecture background that continues to inform my spatial and information-architecture thinking.