

Serhii Tsyhychko

Senior Product Manager (UX & Product Architecture)

 Ukraine | Remote | Open to international collaboration

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Portfolio:
stwork.me

15 years across SaaS, enterprise, marketplaces, and B2B/B2C products. I work across Product Management, Product Architecture, UX Architecture, and Requirements Engineering, structuring complex multi-role and AI-driven products, including LLM-based workflows into clear workflows, requirements, system logic, and decision models aligned with business, users, and engineering

Core competencies

Product Management	Architecture, UX & AI Systems
- Product Strategy & Discovery - Cross-functional Leadership - Data-driven Decision Making - Stakeholder Alignment & Communication - Agile/Lean Product Development - Requirements Engineering - Decision Frameworks and Prioritization - Product Definition & Architecture - PRDs, User Stories & Acceptance Criteria	- Product Architecture and System Modeling - Workflow, State, Role & Permission Logic - Multi-Role Platforms - UX Strategy & Information Architecture - Scalable Platform Design - LLM & Agentic Workflow Design - Context Logic & Traceability - AI Governance & Validation

Experience

Jan 2024 - Current

Senior Product Manager & Product Architect — Multiple Product Engagements (Contract & full-time roles)
Enterprise MedTech (via [GlobalLogic](#)); Workforce Marketplace ([Xtras](#)); CRM/ERP System ([OneBox](#))

Sequential full-time contract engagement across multiple product environments, focused on product definition, system architecture, and requirements structuring for complex platforms.

Led product architecture and product definition initiatives for complex multi-role systems in startup and enterprise environments.

- Translated unclear requirements into workflows, roles, permissions, PRDs, and acceptance criteria.
- Defined product strategy, roadmap priorities, and implementation-ready scope across product, UX, engineering, and QA.
- Designed LLM-based workflows for context handling, document use, summaries, memory, validation, and traceability.
- Built shared documentation, decision models, and governance standards to reduce cross-functional ambiguity.
- Used research and analytics to validate priorities, product decisions, and implementation assumptions

Mar 2020 - Sep 2023

Senior Product Designer & Product Owner at [Sirv](#) (Product Company)

Worked closely with the co-founder to define product model and UX architecture for a scalable SaaS platform, from feature strategy to implementation-ready documentation.

- Led discovery, user research, and feature validation aligned with long-term product strategy.
- Structured complex workflows, interaction logic, and scalable product/design patterns.
- Established documentation frameworks and decision models aligning product, design, and engineering.
- Used analytics and user research to guide prioritization and roadmap evolution.

July 2018 - Jan 2020

Product Owner & Product Designer at [Coso Cloud \(Class.com\)](#) (Product Company)

Architected enterprise product workflows and UX systems for large-scale B2B platforms, including tailored solutions for Microsoft, Adobe, and Zoom.

- Translated stakeholder requirements into structured product models, workflows, and scalable UX systems.
- Balanced business needs, user workflows, and technical constraints across enterprise client solutions.
- Led distributed teams through structured requirements, documentation, and cross-functional alignment.

May 2017 - June 2018

UX Researcher & Product Designer at [EngMe](#) (Start from scratch)

Early-stage EdTech startup. Joined at zero stage with no product or defined market.

- Conducted market and user research to define product direction and product-market fit.
- Defined product UX, user flows, and functional requirements while structuring backlog and priorities.
- Contributed to end-to-end product launch from initial definition through release.

Previous Leadership & Design Roles (2010-2017)

Head of Design Department, [iTech Highway](#)

Led 8 designers and partnered with engineering to align UI/UX with technical feasibility. Defined delivery standards and streamlined design-to-dev workflows.

Senior UI/UX Designer, [Qualium Systems](#)

Designed UI/UX for enterprise products, contributed to team delivery processes and design system development

Technical Skills & Tools

Architecture & UX Systems Figma, Miro, FigJam	Product & Analytics Jira, Confluence, Google Analytics, Mixpanel, Notion, Tableau, Airtable
Industries & System Types AI-driven platforms, SaaS, B2B/B2C systems, Marketplaces, Healthcare, EdTech, Enterprise multi-role products	AI Product & Workflow Systems LLM and agentic workflows, context architecture, instruction systems, agent orchestration, evaluation and validation criteria, traceability, human-in-the-loop controls, AI interaction and trust patterns

Education

V.N. Karazin Kharkiv National University Department of Fundamental Medicine, 2005–2009

Languages

Ukrainian Native
English B2/B2+(Professional)