

Georgiy Chernyavsky

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Experience

Staff Product Designer, Design Systems

Paylocity

<http://paylocity.com/>

Prague, Czech Republic; Remote

Aug 2025 - present

At Paylocity, I serve as a Staff Product Designer focused on advancing the company's Design System. I'm responsible for designing and improving system components, breaking down and planning design work, and partnering on prioritisation to support product teams at scale. Alongside hands-on design, I create training materials, coach designers, and contribute to process definition and optimisation across the organisation to enhance the efficiency and quality of design delivery.

Senior Specialist, Product Experience Design

Mastercard

<https://mastercard.com/>

Prague, Czech Republic; Remote

Dec 2022 - Aug 2025

At Mastercard I was responsible for user experience of [SessionM platform](#), a product that enables the world's largest brands to engage with millions of people worldwide. Apart from Product Design, I was heavily involved in working on SessionM Design System, as well as DesignOps, optimizing work processes for design and product teams.

Learning Tracks Leader

Ambition Empower

<https://ambitiongrp.com/empower/>

Remote

Nov 2023 - present

Pursuing my passion of educating people in various design topics I joined Ambition Empower, where I lead two learning tracks: [UI Design and Prototyping with Figma](#), and recently launched [Design Operations](#) track. For both tracks I curate weekly learning materials, and lead live sessions, where with groups of track learners we dive deeper into design topics or do group exercises.

Senior Product Designer

Mews

<https://www.mews.com/>

Prague, Czech Republic; Remote

Feb 2022 - Sep 2022

At Mews I worked with Mews [Operations team](#) and took care of the Finance tools of the toolbox Mews is offering to its customers. I worked closely with the product team to improve and innovate in the area, making property managers and accountants more efficient in their daily tasks. At the same time, I was a member of the DesignOPS team at Mews, taking care of tooling and work processes, creating best practices and guidelines, and making sure my design and product colleagues were set for success.

Senior Product Designer

Citrix

<https://www.citrix.com/>

Prague, Czech Republic; Remote

Oct 2019 - Jan 2022

At Citrix my main goal was to ensure [Citrix Workspace](#) administrators are efficient and successful in their jobs. Apart from design of product features, I was responsible for IA of the given part of the product, as well as scrum team design support. At Citrix I was also heavily involved in Design Operations, helping to build efficient work processes for the design team (60+ designers), contributing to the design system, and coaching my teammates on design tools, and accessibility and localisation best practices.

UX Designer, Agile Release Train UX lead

CA Technologies, a Broadcom Company (Broadcom), Mainframe division

<https://www.ca.com/>

Prague, Czech Republic

Jun 2018 - Sep 2019

As a UX designer at Broadcom, I was primarily taking care of [CA Vantage](#), working closely with a scrum team, located in Prague. My main responsibilities included design of product features, UX and product research, scrum team design support etc. I also partially supported another CA product - [Web Viewer](#), where I helped to design a new version of the web interface. As an Agile Release Train (ART) UX lead, I was making sure that teams from my ART have proper support from the Mainframe UX organisation.

Consultant

humbleteam

<https://humbleteam.com/>

Prague, Czech Republic

Nov 2018 - Feb 2022

At humbleteam I've been consulting and leading various projects, mostly startups from the fintech sphere. In each of the projects I managed a team of UX and visual designers, at the same time consulting high-level UX design, overseeing design delivery and following implementation guidance.

UX designer, Project Manager

White Noise Team

<http://www.twinsoulgame.com/>

Aug 2017 - Nov 2018

White Noise Team is an indie gamedev studio, working on its first big title Twin Soul. Being a core team member, I was responsible for a wide range of things, starting with in-game UX design and branding, and up to project management.

UX designer

SCIA

<http://www.scia.net/>

Brno, Czech Republic

Mar 2017 - Jun 2018

As a UX Designer at SCIA I was taking care of SCIA Engineer, a specialised software used for civil engineering. Apart from interaction design, I was also conducting individual user research activities, initiated a customer interaction programme and helped to shape the company's UX strategy. Being an in-house UX advocate, I promoted user experience across the company and gave a number of UX training sessions and talks for development teams.

Graphic User Interface Designer

Pilot design studio

<https://www.pilot.cz/>

Brno, Czech Republic

Dec 2016 - Mar 2017

As a designer in Pilot studio I was working with major universities and companies of Czech Republic, creating various designs for web and print.

Graphic User Interface Designer

Adbros design agency

<https://www.adbros.cz/>

Brno, Czech Republic

May 2015 - Nov 2016

At Adbros I had a chance to work on web and advertisement projects for such brands as Philip Morris, Konica, Captain Morgan, Ingenico, and many others. Moreover, I helped to design the agency's own product - a software for management of a dental clinic.

Freelance graphic designer

Jul 2014 - Dec 2016

While freelancing I've had a chance to work on a number of products from various industries.

Freelance team manager

Nov 2013 - Jul 2014

Between 2013 and 2014 I managed a small team of visual designers.

Certifications

[Enterprise Design Thinking Practitioner](#)

IBM

[User Experience Strategy](#)

The Team W, Inc.

[Certified SAFe® 4 Product Owner/Product Manager](#)

Scaled Agile Inc.

Publications

[97 Things Every UX Practitioner Should Know](#)

Contributing author

[Keyboard accessible web page embedded interactive element](#)

Patent, inventor

Conferences

[Citrix Converge 2020](#)

[UX Camp Europe 21](#)

[UXPA Boston Conference 2021](#)

[2021 Big Design Conference](#)

Volunteering

[Czechitas.cz](#)

Two times, in [2020](#) and [2021](#), I served as a committee member for Czechitas Digital Academy Gala night. Prior to the event I reviewed hackathon projects, rated them, and provided feedback to hackathon teams.

[DesignOps Summit 2021](#) by [Rosenfeld Media](#)

I facilitated a virtual cohort at the conference.

"Georgiy helped us launch and execute an innovative new program at Rosenfeld Media's 2021 DesignOps Summit virtual conference: small attendee cohorts. He served as a cohort facilitator, and ensured that his cohort's participants enjoyed an excellent conference experience through both enhanced learning and networking. He also provided our team with helpful advice about how to improve the cohort experience, both during the event and after, that we will apply at future Rosenfeld Media virtual conferences. It was an absolute pleasure to work with Georgiy, and we'd love to do it again."

Louis Rosenfeld,
Rosenfeld Media Founder

Education

Masaryk University

Cultural Sociology, Master of Arts
2013-2015

Zaporizhzhya National Technical University

World Economics and Relationship, Bachelor
2008-2012

Languages

- **English:** professional working proficiency, fluent;
- **Czech:** intermediate proficiency;
- **Ukrainian:** native proficiency;.