Aleksandar Tasevski

Software Designer & Independent Maker

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SUMMARY

Software designer with 15+ years in complex B2B software: legal contracts, global payroll, knowledge management, video infrastructure, and agentic AI. Also designs, builds, and ships his own products, used by 300k+ people with 1k+ paying customers. Partnered with Adobe and Figma on plugins; consulted for Grammarly. Open to part-time or full-time remote roles; relocation possible within Europe.

EXPERIENCE

Senior Product Designer, Leah

Contract · Sep 2025 to Jul 2026 · Agentic legal AI

- Designed AI-driven features for a CLM platform and an agentic legal AI product.
- Unified the design language across a fragmented multi-platform product and built design systems for web and plugins.

Product Development Consultant, Grammarly

Contract · Dec 2023 to May 2024

- Advised on integrating Grammarly into third-party creative tools, from product design to implementation.

Senior Product Designer, Panther

Full-time · Sep 2021 to Aug 2023 · Global payroll and contractor management

- Designed core flows for payroll, compliance, contracts, and benefits across countries.
- Owned design quality end-to-end through multiple PM transitions, from shaping requirements to approving production releases.

Senior Product Designer, H4

Full-time, on-site · Jul 2018 to Sep 2021 · Legal contract drafting and collaboration

- Researched and designed the collaboration layer of a contract drafting platform: version control, branching, change requests, and approvals.

Earlier roles

2010 to 2018

Head of Product Design at Deskmate Technologies (2015 to 2018), scaling a B2B knowledge-sharing platform and mobile apps for enterprise clients in a small remote team. In parallel, freelance UX/UI designer on Upwork (2013 to 2018): 100+ web and mobile projects with a 100% client satisfaction rating. Before that, senior designer at NOVP (video sharing platform) and Invideous, now JW Player (founding designer for in-video ads and paywalls), and UI designer at Seavus (R&D on smartphone UIs). Started as a front-end developer on an enterprise HR and payroll platform at SDC Software.

OWN PRODUCTS

Mighty Tools

Independent · 2014 to present

Products designed, built, and shipped solo, from code to launch and support. Mostly plugins for Figma, Adobe Express, and Canva: three platforms, three APIs, three review processes.

- **UI Faces** (uifaces.co): free AI-generated avatars for mockups. About 380k Figma users; among the first plugins supported in Figma Slides and featured on Figma's blog at launch.
- **Design Buddy** (designbuddy.net): AI assistant that reviews designs and guides improvements. Write-up.
- **Text2Note** (text2note.com): turns documents, lectures, and research into interactive, color-coded notes with AI. Launched on Product Hunt.
- **Totals** (totalsapp.com): macOS menubar app tracking real-time revenue from Stripe, Gumroad, Paddle, Lemon Squeezy, and Polar.
- **Other plugins**: more than a dozen for Figma, Canva, Adobe Express, and Adobe XD, including UI Copy (about 20k users) (Figma profile).

Earlier ventures: InstaNerd, an early experiment cited by Product Hunt founder Ryan Hoover as an example, and two domain-focused products, both sold.

RECOGNITION

- **Adobe:** Plugin Development Partner since 2018. Received grants (Adobe Fund for Design, 2018) and early API access, and was featured at keynotes.
- **Figma:** invited to the early access program for Slides plugins and featured at launch.

WHAT OTHERS SAY

- "Very strong product mindset, actively participates in all phases of the product lifecycle, and is capable to quickly adapt to new tools, processes, and requirements." Sanja Zakovska, Head of Product, Panther.
- "A thoughtful product practitioner. His design skills are excellent. He has a great blend of empathy and collaboration skills." Rob Fagg, Head of Product, H4.

APPROACH

- **Problem first:** defines why, for whom, and what success looks like before designing.
- **Systems thinking:** maps flows and edge cases with users, engineering, and business outcomes in view.
- **Team player:** works inside the engineering process, flags problems early, and documents rationale and tradeoffs so decisions don't depend on meetings.
- **AI-assisted:** uses AI to prototype and build faster, and stays accountable for the quality of what ships.

SKILLS & TOOLS

- **Design:** B2B product design, design systems, AI and agentic AI features, front-end implementation.
- **Tools:** Figma, VS Code with GitHub Copilot; plugin development for Figma, Adobe Express, and Canva.
- **Languages:** English, Macedonian.