

Barbara K. Prokop

[PORTFOLIO](#)

SENIOR PRODUCT DESIGNER

AI Systems & 0→1 Products

Contact

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Senior Product Designer specializing in AI systems, agentic workflows, and 0→1 products. Product designer with founder-level experience, having designed and built multiple 0→1 AI and digital products end-to-end. Experienced in end-to-end product delivery under ambiguity, working closely with engineers and technical stakeholders.

IMPACT

Studio Systems Redesign · 35% reduction in project cycle time through workflow and process redesign

AI Video Pipeline · 70% faster production, 30% more engagement, 4 series from one reusable system

Rapid Prototyping System · 40% lower prototyping costs through Blender workflows and digital simulation

CURRENTLY BUILDING

Founder & Product Designer — JointLift 2025–present

Building a real-time social accountability platform that helps users complete avoided tasks through lightweight collaboration with trusted contacts.

- Defined core interaction model: frictionless co-work requests without scheduling or obligation
- Designed end-to-end product flows, interaction patterns, and UI in Figma
- Iterating on real-time presence, social dynamics, and low-pressure engagement models
- Testing and iterating on engagement patterns, drop-off points, and social dynamics
- Implementing using Claude Code, Expo, and Supabase

SELECTED AI PRODUCT WORK

Multi-tool AI content production system Designed a four-tool, human-directed AI production system — sequenced, repeatable, and reusable. 70% faster production, 30% more engagement.

AI workflow redesign for operational teams Identified automation opportunities within studio operations, redesigned decision points and handoffs, and designed the human-in-the-loop layer where AI output needed judgment before proceeding. 35% reduction in project cycle time.

Conversational AI agent for portfolio Designed and deployed a D-ID conversational video agent as a client-facing interface, including interaction design, prompt architecture, and AI UX decisions about when the agent should and should not respond.

PROFESSIONAL EXPERIENCE

Product Designer (AI Systems & Workflow Design) | The Studio Framework, Berlin, 2024–present

AI systems and workflow design for operational scale.

- Designed and shipped AI-assisted workflow systems, including human-in-the-loop decision layers, reducing project cycle time by 35%
- Built a mobile-first Figma diagnostic tool as a client-facing intake layer including user flows, high-fidelity UI, and component library
- Collaborated directly with engineers on implementation constraints and delivery requirements

Product Designer & Prototyper | Sissel Tolaas Studio, Berlin, 2023–2025

End-to-end product design in a fast-moving research and innovation environment.

- Translated abstract research briefs into production-ready prototypes through iterative materials R&D and haptic refinement — applying interaction design principles to physical form
- Conducted hands-on usability testing, iterating on structural and interaction decisions based on direct user feedback, collaborating with engineers and fabrication partners throughout

Residential Design & Build | Private Clients, Berlin, 2020–present

Commissioned furniture and spatial design for private clients, from brief to finished object.

- Designed and built three kitchen installations, bespoke closet systems, and custom shelving for private clients — working from design brief through fabrication and delivery within budget and timeline constraints

Creative Technologist & Spatial Designer | Independent, Berlin / Remote, 2020–2023

Projects across spatial design, AI systems, and public art.

- Designed and built a grant-funded XR museum platform (Canada Council for the Arts) in Blender and Mozilla Hubs — full information architecture, spatial design, 3D scanning, and live launch. Learned Blender from scratch when the developer quit. Shipped on time.
- Designed and implemented a multi-tool AI-assisted content production system — see Selected AI Product Work

Product & UX Designer | NBDBKP.store & barbarakprokop.com, Berlin, 2019–2023

End-to-end design and build of two e-commerce platforms from first concept to live launch.

- Designed complete user flows, information architecture, and high-fidelity UI for two WooCommerce platforms, mobile-first and accessible throughout
- Worked cross-functionally with product, engineering, and stakeholders to define and deliver solutions across the full product lifecycle including research, testing, optimisation, and post-purchase communication

Business English Trainer & Executive Communication Coach | Berlitz GmbH, Berlin, 2014–2020

Inside German government and industry at every level, from factory floor to Bundestag and CEO.

- Designed and delivered bespoke communication programs for C-level and senior management across German industry and government, including two years within the Bundestag

SKILLS

Design & Prototyping

Product Design · UX/UI · Figma · Wireframing · User Flows · Mobile-First · 0→1 Product Development · Spatial Design · Physical Fabrication · Blender · XR/WebXR · High-Fidelity · Design System · Component Library · Usability Testing · Prototyping · Interaction Design · User Research · Accessibility · Information Architecture · Design Thinking · Cross-Functional Collaboration

AI & Automation

AI UX · Human-in-the-Loop Design · AI Product Design · AI Workflow Design · Agentic Workflows · Prompt Design · LLM Tools · Automation Workflows · Claude Code · Cursor · Vibe Coding · Leonardo.AI · D-ID · Make.com · Zapier

Digital & Production

Adobe Creative Suite · Final Cut Pro · WooCommerce · SEO · A/B Testing · Notion · Miro · Jira · Confluence · Asana

Agile Delivery

Scrum · Kanban · Sprint Planning · Backlog Management

CERTIFICATIONS

PSPO I & II (Scrum.org) · PSM I & II (Scrum.org) · IPMA Level D (PM ZERT / IPMA Germany) · AI Applications & Advanced AI (mycareernow GmbH) · Make.com Automation Badge

EDUCATION

International AI Project Manager with Specialisation in Online Marketing

mycareernow GmbH · Oct 2024 – Sept 2025

M.F.A. Visual Culture Studies, Meisterschülerin, UdK Berlin

B.F.A. Studio Arts (Sculpture), Concordia University, Montreal

LANGUAGES - English (native) and German (native)