Milan Seitler

Senior Product Designer

seitler.design
linkedin.com/in/milanseitler
milan@seitler.design

Experience

Cleevio / Senior Design Engineer

MAY 2026 - PRESENT

- Eliminating design-to-dev handoff by building interactive, production-grade prototypes with AI coding agents, tightening iteration loops between product, design, and engineering.
- Owning end-to-end product flows, interaction design, and direct UI implementation in React Native for an iOS & Android retail investment platform.

Make.com / Senior Product Designer

MAY 2025 - MAY 2026

- Led the redesign of **Make AI Agents**, shaping the product direction and scope during a PM transition.
- Defined and designed the new canvas-native agent experience, including how people build, test and understand AI agents. Designed Make's foundational chat UI system that was adopted across the platform.
- Worked closely with engineering and research to validate concepts, navigate technical constraints and advocate for key product decisions like migration to Responses API.
- Mapped the adoption journey and coordinated guidance across marketing, content and support, including launching the community-led Library of Agents.
- **Doubled tool adoption (>2× connected tools per agent)** and lifted **in-product user ratings by +20%** at launch.

Kiwi.com / Senior Product Designer

JAN 2020 - APR 2025

- Orchestrated Kiwi.com's product-wide visual refresh and led **Orbit**, its open-source design system of **50+ components across Web, iOS, and Android** used by more than 15 designers and 40 engineers.
- Elevated org-wide craft by mentoring designers through regular critiques and co-design sessions, then embedded in Search & Booking to ship research-validated and A/B-tested improvements to fare selection and navigation.

Flatio.com / Founding Product Designer

SEP 2015 - PRESENT

- Partnered directly with founders from day zero to define product vision, UX, and frontend for a two-sided mid-term rental marketplace.
- Designed core tenant and landlord workflows: trust signals, automated lease signing, and booking flows, balancing competing marketplace incentives as the platform **scaled to 200+ destinations across the globe.**

Studio co-founder & Independent designer

JUN 2012 - JAN 2020

- Co-founded and led a product design & software studio for 4 years, followed by independent product leadership and hands-on work for startups and enterprises including Škoda Auto, T-Mobile and Masaryk University.

About me

Hands-on design leader with **12+ years** of building products, scaling design systems, and raising the craft bar across teams. I take ownership of challenging work, shaping what to build, leading complex design initiatives end-to-end, and staying hands-on through implementation.

Backed by a **CS/IT degree** (Bachelor's in Information Technology, Brno University of Technology) **and full-stack engineering roots**, I navigate complex system architectures, shape technical decisions with engineers, and ship live prototypes and production UI directly in code using an AI-native workflow.

Key facts

Target Roles: Senior / Staff / Principal Product Designer, Design Engineer, Product Design Lead / Head of Design (player-coach, hands-on).

Location & timezone: Remote (Europe / UK / US East Coast overlap), based in Brno, Czechia (CET / CEST, full EU work authorization).

Available: in 5-8 weeks

Recommendations

"Milan brought incredible energy, passion, and design skill to our team at Make. He was giving thoughtful feedback to teammates, consistently helping raise the quality bar across the team. He's the type of designer who makes everyone around him better."

Lisa Kleinman
Head of UX at Nexthink

"A rare talent for making highly complex, technical features feel intuitive and visually stunning."

Marek Tomčiak
Product Designer at Make

"He worked through the constraints with us and found pragmatic solutions that still delivered a great experience."

David Chicaiza
Software Engineer