

Vic Costik

UX Leader & Strategist with 9+ years of experience, including 5.5 years in fintech, driving user-centered innovation in startups and global enterprises — often stepping into ambiguous, fast-moving environments. Proven in shaping product vision, building design systems, and aligning product and engineering teams, contributing to \$22M+ in funding and key enterprise wins. Skilled in wireframing, design ops, lean UX, and AI-augmented design workflows. Featured in The User Experience Team of One (2nd Ed.) for insights on collaboration in small cross-functional teams.

[Portfolio](#)

[LinkedIn](#)

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EXPERIENCE

UX Manager, Korn Ferry

April 2025 – June 2026

- Managed two UX teams across three edtech and sales enablement products, ensuring cohesive experiences and aligned priorities.
- Drove UX strategy across learning and sales enablement platforms including coaching programs, collaborating cross-functionally to deliver intuitive, high-impact solutions for clients such as Google, Microsoft, and Apple.
- Served as design lead for Korn Ferry's internal AI Accelerator program, giving presentations on optimizing design and cross-functional workflows with AI tools.

Sr. UX Designer, Korn Ferry

December 2024 – April 2025

- Designed a white-labeled implementation of the Design System — enhancing an existing enterprise platform — streamlining brand adaptation, reducing internal resource demand, and enabling scalable product growth.

Director of Design, IRALOGIX

December 2019 – November 2023

- Acted as lead creative for a rapidly expanding fintech startup, building and managing a **UX team of 5**.
- Created wireframes and prototypes for a [white-labeled IRA portal](#) and an [employer enrollment process](#) built from ambiguous requirements, resulting in a 22+ million Series C round and sales meetings which attracted several Fortune 500 companies.
- **Advised the CEO** and C-suite on product design strategy, organizational scaling, and service design — building UX credibility with stakeholders new to the discipline.
- Hired and trained both design and product, mentoring new designers and instrumental in establishing best practices and collaborative workflows in an **Agile Scrum** framework.
- Facilitated design sprints and workshops to gather stakeholder input, including financial advisors, and align project goals and timelines across concurrent, fast-moving initiatives.
- **As interim department head**, managed the Product roadmap whilst overseeing business analysts, product managers, and the UX team.

UX Designer, IRALOGIX

September 2018 – December 2019

- Working as a UX Team of One, **the 12th employee** hired in Series A, developed proof of concept and development-ready interactive prototypes for 4 SaaS products in an environment with no existing UX practice.
- **Facilitated a 400% increase in revenue with minimal staff scaling** by designing an [operational staff portal](#) — replacing an ad hoc process — which captured both multifaceted operational needs and technical backend considerations.

EDUCATION

MA in Design, 2017

UX and Interaction Design
Carnegie Mellon University

BA (Triple Major), 2014

Anthropology, Art History, and Archaeological Studies
Oberlin College

Scrum Certification, 2022

Scrum Product Owner
Scrum Alliance

TOOLS

Adobe Suite (XD, After Effects, Illustrator, Photoshop)

Atlassian Jira

Figjam

Figma

InVision

Lucidchart

Monday.com

Sketch

Tableau

Trello

Zeplin

SKILLS

Agile Framework

Business Strategy

Competitive Analysis

Design Thinking

Ethnographic Research

Graphic Design

Journey Mapping

Learning Experience

Management & Training

Minimum Viable Product

Mockups and Prototypes

Persona Development

Scrum Methodologies

Startup Scaling

UI Information Architecture

- Provided all design support across 4 Scrum teams, collaborating with developers throughout the Software Development Life Cycle (SDLC).
- **Conducted user research and usability testing**, synthesizing findings into actionable design improvements.
- Created extensive annotations and supported business analysts with story writing, requirements gathering, and technical writing.

Learning Experience Designer, **XCala Strategies**

December 2017 – May 2018

- **At an early stage business strategy startup**, quickly ramped up on an ambiguous problem space to design concepts for interactive learning experiences with both digital and analog components.

Junior UX Designer, **Dezudio Studios**

May 2017 – December 2017

- At a design consultancy firm, **refined UI wireframes** into high-fidelity interactive prototypes across multiple concurrent client engagements.
- Conducted competitive analysis and synthesized industry trends.
- **Created design guidelines** and documentation for future projects.

History and Economics Teacher, **Fusion Academy**

January 2016 – June 2016

- In a therapeutic private school, taught classes and customized high school curricula for students with high needs.

Education Programs Associate, **The Metropolitan Museum of Art**

December 2014 – January 2016

- As one of two employees running The Met's internship program, **oversaw 200+ interns** across 23 museum departments.
- Created plans and executed logistics for 50+ educational events.
- Trained incoming interns on museum procedure and presented in workshops.
- Lead all administrative needs for the undergraduate and graduate internship program, including the review of 1,500+ applications.

User Research
User Testing
UX & Product Design
UX Writing
WCAG Compliance
Web Design
Wireframes

PERSONAL HIGHLIGHTS

Featured in the book *The User Experience Team of One* (2nd Ed.)

Host and creator of the New Rust Podcast (NewRustPodcast.com)

Board member of Magic Hour Creative, a local creative nonprofit (MagicHourAcademy.org)

Design instructor at the Pittsburgh Center for Arts & Media

UX Mentor volunteer for Out in Tech