

Ryan Dombrowski

Principal Product Designer · Design Systems, Interaction & Human-AI Workflows

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SUMMARY

Principal product designer and design leader with 20+ years designing complex, high-fidelity software across enterprise, design-platform, and AI-powered products. Sole inventor on a filed U.S. patent application covering deterministic reconciliation between UI code and design representations. Works at the system level across interaction design, design systems, and human-AI workflows, with a current focus on governance layers that keep AI-generated UI consistent with design intent, from static component libraries to runtime-composed, agent-generated interfaces.

CORE COMPETENCIES

Interaction Systems · Design Systems at Scale · Design System Governance for AI Agents · Advanced Prototyping · High-Fidelity UI · Design-Engineering Workflows · Human-AI Interaction · Agentic Workflow Design · Design Team Leadership · Figma & Code Connect · MCP Integration · Design-Code Synchronization

SELECTED INDEPENDENT WORK

Aesthetic Function (AF)

2025–Present

Open-source design-engineering lab · Founder and Lead Designer · aesthetic-function.com

- Created dspack, an open contract specification that lets AI agents consume design systems as governed, machine-readable rules rather than raw documentation, defining not just what components are available but what an agent is allowed to generate. Published across a six-repository open-source org with packages on npm.
- Designed and shipped dspack-studio (studio.aesthetic-function.com), a live, inspectable environment where an AI agent generates UI under the dspack contract, streamed as A2UI over AG-UI and rendered against a real component library, demonstrating governed runtime-composed interfaces end to end.
- Built a 216-run, cross-model evaluation harness measuring how contract-level governance changes agent output, and applied the contract to a second, independent design system to validate that the approach generalizes across systems and frameworks.
- Architected the underlying deterministic reconciliation workflow across React, Vue, and Figma, with explicit precedence rules, audit artifacts, dry-run safety, and CI drift checks, keeping the design system the source of truth after generation rather than treating export as a one-time handoff. Basis of the filed patent application.

PATENTS

U.S. nonprovisional patent application, filed (sole inventor): bidirectional, deterministic reconciliation between UI code and design representations, keeping the two synchronized as either side changes.

PROFESSIONAL EXPERIENCE

Principal Product Designer

2021–Present

Questel

- Lead designer for complex interaction workflows across patent, trademark, translation, and compliance platforms used by global enterprises in multilingual, regulated environments.
- Design lead across Questel's multi-application services portfolio, spanning internal operations, translation services, partner-facing tools, and direct client experiences, each with distinct audiences, workflows, and navigation models.
- Managed a distributed team of two product designers, based in Slovenia and the Philippines, overseeing design quality, workflow ownership, and delivery across the product portfolio from the U.S.
- Identified and organized UX/UI and product design talent absorbed through roughly a half dozen acquisitions into a connected practice spanning the U.S., France, Germany, Slovenia, Ukraine, and the Philippines, establishing shared collaboration and design processes across previously siloed teams and time zones.
- Created and continue to lead AIM DS, an MCP-native AI design system at Questel, aligning Figma, Vue 3, Vuetify, and AI coding workflows into a shared implementation pipeline used across product and engineering. Active, ongoing work.
- Authored the system's human-in-the-loop workflow and agent instruction protocol governing how AI agents read, generate, and validate code against the design system, producing implementation consistent with design from the first draft.
- Client-facing platform impact: scaled to \$290M+ in cumulative transaction volume and ~5,000 client users since launch, with estimate-to-project conversion improving from 43% to 54% under redesigned workflows.

UXD Lead, Freelance

2022–2023

Purdue University

- Led university-wide digital transformation initiatives across Purdue's primary campus and hundreds of digital properties.
- Designed and operationalized a centralized design system, including reusable components, layout primitives, and token governance models adopted across institutional platforms.
- Authored data domain governance documentation defining standards for data structure, integration, and lifecycle management across institutional platforms.

UX/UI Design Lead

2014–2021

FactGem

- Managed a designer while navigating significant organizational contraction, continuing to deliver knowledge-graph proof-of-concept platforms for Fortune 100 clients throughout.
- Designed a suite of visual, no-code tools that let non-technical business users model their data, map messy source systems onto that model through drag-and-drop, and automate ongoing data loading, alongside configurable dashboards for querying large-scale graph data.
- Partnered with engineering on system architecture and interaction-state modeling for scalable, graph-based products spanning ingestion, modeling, and downstream analytics.

Earlier Design and Interaction Roles

Studio Senior Designer, Resource/Ammirati (IBM) · 3D Designer and Interactive Developer, 3DAgent · Graphic Designer, PowerPlant Multimedia Studios · New Media Intern, Mills James Productions.

Led design of global marketing websites and campaign UI for Procter & Gamble brands (Head & Shoulders, Aussie, Sebastian Professional) and consumer work for clients including Nike, Coca-Cola, Nintendo, and Wendy's, establishing the visual craft, interaction rigor, and execution discipline beneath the current systems work.

RECOGNITIONS

Webby · FWA Site of the Day · Communication Arts Interactive · Microsoft, The Kinect Effect · American Advertising Awards · Internet Advertising Awards

EDUCATION

BFA, Art and Technology · The Ohio State University