

Senior AI Product Designer / Agentic, Creative & Enterprise Tools

London, UK / UK Youth Mobility visa: no sponsorship required

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PROFILE

Senior product designer and founder with 13+ years of experience designing complex AI, creative, and enterprise tools at Autodesk, Unity, and early-stage startups. Recent work covers AI agents, generative workflows, and data-heavy interfaces, taken from research through to shipped product.

RECENT
EXPERIENCE

Co-Founder & Product Designer · Soulbound Labs Mar 2026 – Sep 2026

- Led product, UX, customer discovery, and positioning for an AI venture studio, taking products from idea to production.
- Co-created **Clawcraft**, a managed OpenClaw agent with its own email address and an editable notebook that researches, drafts, and handles email, with no setup required.
- Co-created **Keylark**, an AI leasing assistant that answers rental leads across email, SMS, and Facebook Marketplace, books viewings, and sends reminders to reduce no-shows.
- Prototyped directly in frontend codebases using AI-assisted workflows, tested changes, and contributed through pull requests with engineering.

Project Incubator Fellow · Sentient Futures Mar – May 2026

Selected for an eight-week incubator on AI governance and forecasting. Designed a platform where AI agents and human experts forecast AI progress and safety.

EARLIER
EXPERIENCE

Senior UX Designer · Autodesk Jan 2025 – Nov 2025

Sole product designer for **LookdevX**, owning end-to-end UX across the platform and shipping generative texture and material workflows; also helped define AI-assisted workflows for a confidential AI initiative.

Senior Product Designer · Pinata May 2023 – Apr 2024

Led a UX audit and platform redesign; introduced Workspaces and Analytics, established research practices, and designed a GPT-4 and DALL·E content-creation concept.

Senior Product Designer · Librestream Technologies Jun 2021 – Sep 2022

Led end-to-end UX for an AI- and data-enabled SaaS platform, shipped web and mobile workflows, strengthened the design system, and mentored designers.

Product Designer · Unity Technologies Nov 2019 – Nov 2020

Led UX/UI design for Unity’s 2020 digital events, including the Unity for Humanity Summit on real-time 3D for social impact. Audited Unity.com, improved the design system, and redesigned Unity Support pages.

Co-Founder & Lead UX Designer · More Floats Feb 2017 – Nov 2019

Product and marketing design for float studios: research and experimentation lifted bookings 27%, retention 30%, and reviews 51% in one quarter, giving every client its best sales month.

Earlier: UX/UI Designer, Axiom Zen (2016–2017) · UX/UI Designer, RHEI (2013–2016)

SELECTED
RECOGNITION

Winner, Convex Prize, AI Valley Hackathon, San Francisco (Mar 2026) — for Roastybara, an AI code-review tool that identifies repository risks before merge.

\$10,000 Prize, AuraSci, Boston, MA (2025) — for Ideosphere, a decentralized prediction market for science; featured by Cointelegraph.

Winner, Existential Hope Worldbuilding Prize, Foresight Institute (2025) — for Lumina, a vision of AI-enabled education.

Winner, Radix Global Hackathon (2024), sole UX/UI designer for GeoChain · Best UX Award, ETHGlobal New York (2024) · Judge, McGill Physics Hackathon

EDUCATION

Full Stack Web Development Certificate, Concordia University (2023) · Digital Design Diploma, Vancouver Film School (2012)

TOOLS

Design: Figma, Adobe Creative Cloud, Framer · AI-assisted prototyping: Claude Code, Cursor, ChatGPT · Collaboration: GitHub, Jira, Notion