

Reed Tereski

PRODUCT DESIGNER · FRONTEND ENGINEER · AI SYSTEMS

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SUMMARY

Product designer and frontend engineer with **fifteen years** designing interfaces for **Disney, Wegmans, and AB InBev**. I design it, build it, and ship it — Figma to production React to the AI systems underneath. I own the spec, sweat the craft, and prove what I build works in production.

SKILLS

Design	Figma · Figma Make · Adobe Photoshop · design systems · design tokens · responsive & mobile-first UX · wireframing · prototyping · interaction design · motion design · brand architecture · creative direction
Frontend	React · Next.js · TypeScript · JavaScript · HTML / CSS · Tailwind · shadcn/ui · Radix UI · MUI · Framer Motion · Swift / SwiftUI · Node.js · accessibility (WCAG)
AI / Agents	Agentic RAG · MCP · multi-agent orchestration · Ollama · ChromaDB · LangGraph · Python · FastAPI · PostgreSQL · Redis
Product	Agile / Scrum · roadmaps · sprint planning · stakeholder management · \$500K–\$3M budget oversight · Jira · Confluence · Asana
Platforms	Salesforce (Apex · LWC · SOQL · Flow Builder · Platform Events) · AWS (S3 · Lambda · EC2) · Vercel · Cloudflare · Resend · Xcode · MQTT · macOS LaunchAgents
DevOps	Docker · Git · CI/CD · GitHub Actions · Tailscale · Sentry · Postman

EXPERIENCE

Product Designer & Frontend Engineer — Opserate (Contract)	2026 – Present · Remote
- Contract product design and frontend for client platforms — Figma design through React / Next.js / TypeScript implementation. - Lead designer/engineer on MXPP (Trax), taking a B2B platform from demo to a production-grade rebuild under a new SOW; delivered UI audits for additional clients (Silo, Carlton).	
Product Designer & Frontend Engineer — Cloud Club / OSU-Solutions (Contract)	Jan 2026 – May 2026 · Remote
- Owned UX/UI design and frontend (Next.js, MUI) for a consultant-matching platform — shipped 35+ PRs across a shared component library, résumé-parser UI, and responsive / mobile optimization. - Drove design-to-production through MVP beta go-live (Apr 2026); built prod-aligned landing-page variants and authored frontend + knowledge-transfer documentation at hand-off.	

Founder — Grain Studios

Jul 2025 – Present · Orlando, FL

- Design and build end-to-end AI systems running in production 24/7. **Coquina**: a self-healing memory platform with dual-path search (PostgreSQL full-text + ChromaDB vectors) and an MCP layer — ~2,000+ memories, 48,000+ auto-linked edges, sub-3ms search.
- **Forge**: a neuroscience-mapped agent runtime — ~32 autonomous workers and a 25-step overnight chain on Apple Silicon, zero cloud.

Senior Technical Project Manager — Ascend Technologies (NYSUT)

Nov 2024 – Jul 2025 · Orlando, FL

- Led Agile delivery across engineering, design, and DevOps to modernize NYSUT's enterprise membership and web platform (Salesforce, AWS, CI/CD); budgets **up to \$3M**.
- Built roadmaps and sprint boards in Jira / Confluence / Figma; delivered weekly executive and union milestone briefings and risk assessments.

Senior Consultant / Program Manager / Salesforce UX–UI Designer — AArete

Feb 2022 – Aug 2024

- Led a **6-person UX team** redesigning a national healthcare platform — **+45% user engagement** across mobile and desktop.
- Managed a **\$2.5M Salesforce implementation** across multiple states; cut post-launch defects 30% via backlog grooming and QA.
- Orchestrated a multi-state insurance-portal Go Live — **zero-error launch**.

UX/UI Designer → Project Manager / Delivery Lead — Cloud Nerd

Oct 2019 – Feb 2022

- Led B2B site overhauls — **100+ responsive mockups, +25% lead generation**; corporate rebrand drove +20% inbound.
- As delivery lead, shipped **8 Salesforce projects** on time and under budget (\$500K–\$1.2M each); cut new-developer ramp-up 20%.

UX/UI Designer — Teeps · sndr · ISGF · Freelance

2016 – 2019

- Designed and shipped iOS / Android / web products — the **Orlando Magic app (+40% engagement)** at Teeps, a secure end-to-end-encrypted messaging app at sndr, and responsive redesigns (**+25% retention**) across freelance clients at 4.8/5 satisfaction.

Mobile UI Designer — Fuzz Productions

Apr 2012 – Dec 2015 · NYC

- Designed native mobile apps for **Disney, Anheuser-Busch, and Forever 21** (budgets \$250K–\$1M).
- Mentored **12+ designers** and built a mobile design system used across 10+ projects.

EDUCATION

A.S., Film — Full Sail University

2005