

Anna Klibanov

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Over the last 15 years, I've designed and built software across industries ranging from education to infrastructure to open-source development. My expertise spans the full product design lifecycle—from discovery and user research to prototyping and delivery. I'm passionate about creating intuitive, impactful experiences that serve real user needs and business goals. I've led design strategy, developed scalable design systems, and embedded UX into the SDLC to elevate product quality and collaboration. I thrive in remote-first teams and love solving complex challenges through thoughtful, user-centered design.

Work Experience

Lead Product Designer

Texada / Nov 2023–Present

- Manage and mentor a multi-product design team, ensuring consistent UX through scalable patterns and a shared design system.
- Develop and implement a cross-product design system across multiple tech stacks and frameworks.
- Lead the UX vision for a significant product redesign, integrating stakeholder feedback and legacy system constraints into a modern, intuitive interface.
- Help innovate, research, and introduce AI features into core user workflows, significantly increasing productivity in everyday tasks.
- Introduced UX practices into the SDLC from the ground up, establishing structured research and validation loops.
- Collaborated with product and engineering to embed design at every stage of the development process and reduced rework during implementation.
- Partner cross-functionally with engineering and product leadership to define roadmap and OKRs.

Senior Product Designer

ActiveState / Oct 2022–Nov 2023

- Led design initiatives for developer tools and CI/CD platforms, supporting Python/Perl open-source package management.
- Designed and refined a security and vulnerability dashboard that surfaced critical dependency risks and remediation steps.
- Championed Product-Led Growth through UX experiments and research, increasing conversion by 17%.

- Integrated design thinking into DevSecOps workflows to enhance the visibility and usability of secure development practices.
- Mentored junior designers.

Scrum Master

Edsby / Sep 2020–July 2022

- Facilitated agile ceremonies for 20+ person engineering team.
- Liaised between product, engineering, QA, and customer stakeholders to deliver against roadmap priorities.

Senior Product Designer / Front-End Developer

Edsby / April 2011–July 2022

- Designed and implemented responsive interfaces for K–12 and higher-ed platforms used by 215M+ users.
- Co-led redesign of the analytics dashboard, improving clarity and accessibility of attendance insights.
- Conducted end-to-end research from discovery to usability testing, iterating through high-impact design changes.
- Built scalable UI components and maintained design consistency across mobile and web.

Freelance Designer / Developer

GoBanana Design / Jun 2010 – Present

- Delivered UX, branding, and development work for clients across tech, retail, and nonprofit sectors.

Skills & Tools

Product & Process: Product Design, UX/UI Design, User Research & Usability Testing, Design Systems, SDLC Process Integration, Agile & Scrum, Roadmap Planning, Product-Led Growth

Collaboration & Leadership: Cross-functional Collaboration, Team Leadership & Mentorship, Stakeholder Communication

Tools & Technologies: Figma, Adobe Creative Suite, Visual Studio Code, Git, HTML/CSS/JS, Jira, Remote Collaboration Tools

Education

- **Certified ScrumMaster (CSM)** Scrum Alliance | 2020
- **Bachelor of Design (Honours)** York University / Sheridan College | 2006–2010