

Andrzej Delgado

Product Designer × Design Engineer × Product Leader

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Summary

Design leader with 15+ years across regulated iGaming products — Casino, Live Casino, Sportsbook, and Poker. Currently Principal Product Designer at The Workshop, where I co-led a 20-month multi-brand design-system migration across 12 brands and 100+ engineers, and built design pods of 15+ Product Designers and 50+ engineers. Known for hands-on team leadership, design strategy rooted in user research and business outcomes, and tight design-engineering operating models. Trusted partner to Product, Engineering, and QA leadership in complex, highly technical environments.

Skills

Design leadership · Team mentoring · Hiring · Design critiques · Workshop facilitation · Co-creation · Design strategy · Cross-functional collaboration

Product design · UX/UI · Interaction design · Prototyping · User research · Accessibility (WCAG) · Design systems · Design tokens · Component libraries

Figma (advanced) · FigJam · Storybook · Design engineering · HTML · CSS · JavaScript · Performance optimization (CrUX)

iGaming · Casino · Live Casino · Sportsbook · Poker · Multi-brand platforms · Regulated products

Professional Experience

Principal Product Designer, The Workshop

Feb 2023 – Present

Málaga, Spain · Full-time

- Led design on a multi-brand design system that replaced the legacy platform — joint Head of Project alongside the Principal Software Engineer across a 20-month frontend transformation (codename Terraform); supports 12 brands and 100+ engineers across Casino, Live Casino, Sportsbook, and Poker.
- Built and lead design pods of 15+ Product Designers and 50+ engineers (codename Titan); run design critiques, weekly 1:1 mentoring, hiring, and discipline-level career frameworks. Facilitate workshops and co-creation sessions with Product, Engineering, and QA.
- Defined design strategy and design-system foundations — authored concepts now adopted team-wide: Surfaces vs. Backgrounds, colorToneality, Token Mapping, Deck Levels, Component-Level Dark Mode, and the Progressive Design Model.
- Delivered real-user performance wins across iGaming/Casino/Betting products. Best mobile results: LCP -54%, FCP -71%, TTFB -79% on CrUX field data; comparable desktop gains.
- Introduced AI-driven design workflows across the team to accelerate execution, raise quality consistency, and reduce design-engineering handoff.
- Drove the team's transition from waterfall to agile via a dynamic-duo design-engineering operating model — 4.5× quarter-over-quarter lift in cross-functional collaboration efficiency.
- 3× Hackathon Winner during Geek Week at The Workshop; 5× Top 50 Mentor and Top 1% Mentor in Design on ADPList; Fellow of the Royal Society of Arts.

Senior Product Designer, The Workshop

Jan 2021 – Feb 2023

Málaga, Spain · Full-time

- Co-led delivery of an agnostic component library that streamlined wireframing, prototyping, and developer hand-off across Casino, Sportsbook, and Poker.
- Gave design direction, managed deliverables, and owned tokenization, guidelines, and design-language quality across multiple Casino and Betting initiatives — aligning outputs with programme and roadmap commitments.

- Championed design thinking and tight design-developer collaboration; balanced regulated-product constraints against player needs and surfaced process improvements that compounded across the team.

Product Designer, The Workshop

Jan 2020 – Jan 2021

Málaga, Spain · Full-time

- Designed Casino, Live Casino, Sportsbook, and Poker surfaces inside the UX/UI pod — user experience, interface quality, and product consistency across the iGaming portfolio.
- Partnered with Product Managers, Engineers, game mathematicians, and compliance stakeholders to translate business requirements, regulatory constraints, and player needs into clear, usable interfaces.

Senior UX/UI Designer, Clusterone

Jan 2018 – Jan 2020

Greater Seattle Area (Remote) · Full-time

- Led design for an agnostic operating system for deep-learning experiments at scale (Clusterone Matrix); owned UX research, wireframing, prototyping, and usability testing.
- Partnered with Product and Engineering to maintain product consistency and ease of implementation across a complex, technical surface.

UX/UI Designer, Good AI Lab

Jun 2017 – Jan 2018

San Jose, California (Remote) · Full-time

- UX/UI design for an early-stage AI research lab — produced research artifacts, interaction patterns, and interface explorations under tight iteration cycles.

Founder & CEO, Delgado Design

Nov 2009 – Jun 2017

Warsaw, Poland

- Ran an independent design studio serving startups and SMBs; led every engagement end-to-end from research through delivery — UX/UI, brand, and front-end implementation.

Education & Certifications

- University of Warsaw — Master of Laws (LLM), Law and Administration · 2005 – 2010
- EHU — Master of Laws (LLM) · 2009 – 2010
- Universidad de Castilla-La Mancha — Master of Laws (LLM), Spanish Law · 2011 – 2012
- Leadership and Communication — Harvard University · Oct 2024
- Project Management Beyond Planning and Control — Politecnico di Milano · Oct 2024
- Art Direction & Design Leadership — Awwwards · Sep 2024
- Enterprise Design Thinking – Team Essentials for AI — IBM · Sep 2024
- Enterprise Design Thinking Co-Creator — IBM · Sep 2024
- Cascading Styles: A CSS Deep Dive — Smashing Magazine · Sep 2023
- Sass Course — Codecademy · Oct 2023
- Bootstrap Course — Codecademy · Jun 2023
- IBM edX Introduction to Cloud Development with HTML, CSS, and JavaScript — edX · May 2021

Interests

- Tall Ship Races — served as Teacher / Crew Member aboard STS Frederick Chopin (School under Sail, 2019–2020); taught Geography, History, and Social Studies to 40 students on a two-month voyage while standing watch on navigation and steering duties.
- Woodworking — making decorative and useful objects for home, farm, and garden.