Henry Wahyu Rudyono

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Design Lead / Senior Product Designer

Senior product designer with 15+ years of design experience across B2B SaaS, telecommunications, networking and DevOps. Currently operating in a player-coach role, combining hands-on product design with mentoring and design leadership. Brings strong visual-design foundations, systems thinking and technical fluency, particularly when working on complex workflows shaped by implementation constraints and dependencies across systems.

Career highlights

- Designed and launched a self-service B2B SaaS platform for managing complex network services.
- Established the foundations of the Console Connect design system, including a Figma component library and design tokens across design and code.
- Used React, TypeScript and schema-driven UI knowledge to surface constraints early, prototype solutions in code and extend the component library.

Core strengths

Product design

- Product discovery
- Interaction & systems thinking
- Complex B2B workflows & IA
- User research & usability testing
- Design systems
- Technical design & prototyping

Design leadership

- People leadership & coaching
- Design direction & quality
- Team development & mentoring
- Cross-functional collaboration
- Stakeholder management
- Product strategy & roadmap planning

Experience

Jun 2022 – Present

Console Connect

Product Design Manager

(Previously Senior Product Designer)

- Lead product design across the platform and manage three designers, maintaining roughly 40% hands-on capacity while working closely with Product and Engineering on interaction design, implementation constraints and platform consistency.
- Mentor designers on product judgment, stakeholder management and navigating technical and business constraints while keeping focus on user outcomes.
- Evolve the design system and interaction patterns to maintain consistency across new features and platform changes.

Selected achievements

- Coordinated design across three interdependent initiatives, aligning scope, dependencies and shared capabilities to create a cohesive system and avoid duplicated functionality.
- Led the customer dashboard redesign from early discovery through validation and MVP scoping, replacing a difficult-to-scale bespoke model with reusable service-management patterns informed by user research and usability testing.
- Designed and developed two UI components to address limitations in the schema-driven framework, using React and TypeScript to validate the interaction approach in code.

Jul 2021 – Jun 2022

Octopus Deploy

Senior Product Designer

- Partnered with Product and Engineering as the designer in the Integrations product trio, shaping discovery, problem definition and solution direction across the team's integration initiatives.

Selected achievements

- Led discovery and design for a ServiceNow integration supporting ITIL/ITSM approval workflows, using customer research, workshops and journey mapping to understand the end-to-end process.
- Defined an MVP using existing platform capabilities when the ideal experience depended on core-product changes owned by another team.
- Created a modular visual system for blog, social and podcast assets using reusable Figma templates, components and brand rules that remained in active use four years after rollout.

Jul 2015 – Jul 2021

Console Connect

Senior Product Designer

(Previously Product Designer and UI Design Intern)

- Worked end-to-end across discovery, interaction design, prototyping, validation and implementation with Product and Engineering.
- Built the original Figma component library and introduced design tokens across design and code, establishing the foundations of the Console Connect design system.
- Designed the Console Connect mobile experience across iOS and Android, adapting interaction patterns and information architecture to each platform.

Nov 2010 – Nov 2014

Hoiio

Lead Product Designer

(Previously Visual/UI Designer)

- Led UX, UI and visual design across web, iOS and Android products while managing a small design team.
- Redesigned the web portal following a business-model pivot and established the product's visual language and UI design system.

Tools & technologies

- **Design & research:** Figma, FigJam, Framer, Lyssna, Dovetail
- **Frontend & prototyping:** React, TypeScript, HTML/CSS, JSON Forms, VS Code
- **Design systems:** Design tokens, Storybook, Style Dictionary, Supernova
- **AI-assisted workflow:** Claude Code, Gemini, Figma Make, Google Stitch

Education

Master's Degree, Interaction and Visual Design

Queensland University of Technology, Australia · 2014 – 2015

Bachelor of Arts (Honours), Economics; Minor in Computer Science

Nanyang Technological University, Singapore · 2006 – 2010