Monika Pawlak

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Product designer for AI. I took ideas from 0→1 at Google X, designed AI agents at McKinsey, and now design how agents work alongside people at Miro (100M+ users). I care about the words as much as the interface. I love building. It's how I think, design, and lead. And I love wearing many hats. Currently mostly design, product, engineering.

Experience

Mar 2026 – Now

Senior Product Designer • Miro

Part design lead, part builder. Leading high-visibility, ambiguous AI work in a tool teams sit inside all day, across product, engineering, research and brand, and building it hands-on in the production codebase.

- **Product:** Set the direction for AI at Miro: agents that work where the team works, not in a chat panel beside it. Led design for the first release toward it, Intelligent Canvas 2.0, from concept to the Canvas26 keynotes in San Francisco, London, Tokyo and Sydney. AI content retention went up 30%, 74% of ratings were positive, and MCP weekly retention went from 33% to 42%.
- **New agent patterns:** Designed interaction patterns that didn't exist in Miro yet: a Sidekick agent you talk to in comments, agent cursors for Miro and MCP, and agents that read the context, ask only what they can't infer, and show a plan before broad changes. People accept ~97% of those plans without edits.
- **AI design workflow:** Pioneered designing in code across a 65-person design org: 64 of my own changes merged into production (plus more through our AI factory agent, which doesn't attribute authors), a shared coded prototype the team tries ideas in (141 feature flags from 13 people), and living specs for reviews and handover. Coached designers as nearly all of them shipped a PR; the CEO called it out.
- **Engineering impact:** Making agent work visible to the whole team led to a rebuild of Miro's cursor system and a change in how the backend writes to boards.
- **What's next:** Proactive agents: defining how agents help without being asked, using small decision models to judge when to step in and when to stay quiet, tested with coded prototypes.

Sep 2023 – 2026

Senior Product Designer • McKinsey & Company

Led research and design for AI agents in Lilli, McKinsey's internal AI platform. About 40,000 consultants use it every month to research, write and synthesize.

- Designed custom agents that consultants can make, find and share, with answers that show their steps and sources. 20,000 people use them monthly, and they come back 33% more often than chat-only users.
- Wrote and led the system prompts for chat, follow-ups, and the agent's planner and synthesizer, shaping how the AI writes. Satisfaction rose ~20% in a month.
- Defined the requirements and UX for an in-house Deep Research agent.
- Set up the foundations the team built on: continuous research with 100+ consultants that fed roadmap planning, and the product's first design system engineers could implement directly.

2020 – 2023

Founding Designer • **Google X**

Founding designer across five early-stage climate-AI teams, often PM and designer at once (and a bit of an engineer when the week needed one).

- Designed and built the first product versions. They helped bring in $12M+ in funding and revenue.
- Took an AI forecasting product for growers from discovery to a working MVP in six months, with four engineers.
- Led design and product solo for the wildfire-risk MVP. It later became Bellwether.

2017 – 2021

Architect • **AECOM, Eyrich-Hertweck, Gewers-Pudewill**

Before I moved to software, I was an architect. I love buildings and spatial design, but wanted the speed and innovation of the tech industry.

- Designed about 500,000 m² combined, across high-rise offices, residential and commercial buildings, and interior renovations.

Writing

Oct 2026

The canvas is the prompt

What AI looks like when it's built from the product, not borrowed from chat.

Oct 2026

From vibe-coded prototypes to how we work

What changes for a design team when building gets cheap.

Education

Online

Human Computer Interaction • **Georgia Tech X**

Berlin

M.Sc., B.Sc. Architecture • **Technische Universität Berlin**

Designed cool buildings, and built interactive city prototypes with Arduino and sensors.

Skills & tools

Skills

AI and agent design, interaction design, system prompts and UX writing, prototyping in code, design systems, data-informed design

Tools

Figma, Claude Code, 3D modelling

Languages

English (fluent), German (fluent), Polish (native)