

Alex Kotomanov

Product Design Lead at Opera

Fifteen years in product design, the last five leading. I lead design for Opera Browser (53M+ monthly users) and a team of eight designers, across AI, growth and retention. Hands-on, experiment-led, and moving my team's practice to AI.



EMAIL

alex@kotomanov.com

PHONE

+46 72 208 3088

WEB

kotomanov.com

LINKEDIN

linkedin.com/in/kotomanov

LEADERSHIP

Product Design Lead — Opera 2021 — Now

Stockholm · Opera Browser · 8 designers

- Lead a team of eight designers: hiring, coaching through critique and the work, calibrating performance, and coordinating design across product teams.
- Set the experience direction for AI in Opera's browsers, shaped by user research from early insights through iterations to real user feedback.
- Run growth and retention work as hypotheses and A/B tests with product, engineering and analytics. Android MAU grew 30% year over year in the US and 50% in the UK.
- Led the team's move to AI with meetups and a multi-day vibecoding hackathon; it now supports motion, graphics and design-system updates in the rebrand.
- Organise an internal design conference twice a year for all of Opera's designers.

DESIGN

Senior Product Designer — Opera 2016 — 2021

Linköping · Mobile browsers

- Planned and shipped the Opera Mini for Android redesign: one consistent Material UI, content first.
- Built the UI kit and guidelines that let design and engineering reuse components, not redraw screens.

UX Consultant — kotomanov.com 2014 — Now

Independent · ABBYY, PVP.me, Gateway.fm

Product Designer — izi.TRAVEL 2014

Storytelling platform

UX/UI Designer — Yota 2011 — 2013

St Petersburg

EARLIER CAREER

Front-end developer 2006 — 2011

Yota, Exigen Services (T-Mobile UK, Eniro), Color-IT

EDUCATION

Design Management Patterns — Yury Vetrov 2021

Course · design management and strategy

MSc Computer Science, Applied Math 2003 — 2008 — Dagestan State University

Makhachkala, Russia

WHAT I DO

01 Leadership

Building a team, running critique, facilitating workshops that end in decisions.

02 Design craft

UX, UI, information architecture, prototyping. Hands-on in Figma and Claude Code.

03 Design systems

Components, tokens, and working close with front-end developers on the consistency.

04 Research & testing

Gathering insights from real users and validating design decisions.

05 Data analysis

Tracking business KPIs with design, planning A/B tests to make well-considered decisions.

06 AI tooling

Designing with AI, analyzing data, and using it to prototype faster than a spec.