

# Mikhail Drozdov

Product Design Manager / Product Builder

Boston, MA - open to San Francisco relocation

Portfolio: [iddictive.us](https://iddictive.us)

Behance: [behance.net/drozdovmn7123](https://behance.net/drozdovmn7123)

Extended CV: [iddictive.us/mikhail-drozdov-extended-cv.html](https://iddictive.us/mikhail-drozdov-extended-cv.html)

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## TARGET ROLES

- Core Product Designer - R0045439
- Senior Designer - R0045563
- Head of User Growth Strategy & Operations - R0045740

## ONE-MINUTE FIT

Product design manager and product builder across ecommerce, media products, mobile apps, match-data products, admin tools, AI workflow tools, API-contract products, and design systems.

Currently Head of Design / Product Design Manager at RantSports. I lead product design, UX/UI, design engineering, and marketing-facing design contributors across RantSports and adjacent media-product teams. Largest team scope: 10 people.

Management scope: hiring, exits, performance feedback, daily standups, sprint planning, Friday demos, critique, workshops, and hard-skill training.

Product execution scope: UX audits, competitive benchmarks, product logic, design systems, Storybook review, implementation support, analytics, and release QA.

## SELECTED EVIDENCE

- Team output: RantSports closed story-point throughput increased about 30% in Jan-May 2026 vs. Jan-May 2025, with the same estimation model. Delivery-board export available on request.
- Ecommerce conversion: 2023-2024 Dr.Head Core Store product-card and buying-flow redesign moved conversion from 1.82% to 3.65% in a two-month A/B window; engagement increased 40% and churn moved from 18% to 15%.
- Market localization: 2023-2024 Dr.Head UAE product-page work moved bounce from 80% to 30% in a two-month post-launch window after checkout, trust, payment, and hierarchy changes.
- Systems/product ownership: NextSport.io shipped from 2026-01-28 to 2026-06-03 with 139 route nodes, public UI, admin tooling, telemetry, API contracts, mobile states, and a 25-slide proof deck.
- Mobile design system: WINSORE shipped in 2025-2026 with full UX/UI for scores, schedules, tournament stats, club/player pages, live states, dense cards, and mobile navigation.
- AI workflow: Pochtalyon AI shipped in 2026 as a private Slack-first triage tool across Slack, Google, YouTrack, OAuth states, reconnect flows, scheduled digests, and n8n routing.

Verification pack: delivery-board export for the 30% throughput claim, Dr.Head A/B windows, public product links, case documentation, and references for team scope.

## PROOF LINKS

Portfolio and cases: [iddictive.us/#cases](https://iddictive.us/#cases), [Behance](https://behance.net/drozdovmn7123)

Current leadership context: RantSports; references and delivery-board exports available on request.

Dr.Head Core Store: [live store](#), [case documentation](#)

Dr.Head UAE: [live store](#), [case documentation](#)

Pochtalyon AI: [portfolio case](#)

Housing Suitability Map: [live demo](#), [source](#)

Meta Brandbook: [public HTML deck](#)

NextSport.io: [live product](#), [case documentation](#)

WINSORE: [mobile app landing](#)

DataLouna: [live product](#), [portfolio case](#)

Gate31: [miniUX audit](#)

## SELECTED CASES

### Dr.Head Core Store - Product Card And Checkout Confidence

Period: 2023-2024

Proof: [live store](#), [case documentation](#), [portfolio](#)

Rebuilt the product card and buying flow for a specialist audio retailer: price, specs, trust, availability, service, fit, comparison cues, and checkout confidence.

Measured in a two-month A/B window: conversion 1.82% -> 3.65%; engagement +40%; churn 18% -> 15%.

### Dr.Head UAE - Local Payment And Trust Patterns

Period: 2023-2024

Proof: [live store](#), [case documentation](#), [portfolio](#)

Localized product-page and checkout behavior for the UAE market: Apple Pay, Tabby/Tamara, local trust cues, clearer hierarchy, and a shorter route to purchase.

Measured in a two-month post-launch window: product-page bounce 80% -> 30%.

### Pochtalyon AI - Work Triage Tool

Period: 2026

Proof: [portfolio case](#)

Built a Slack-first assistant for missed follow-ups and work triage across Slack, Google, and YouTrack.

Owned OAuth connection states, reconnect states, scheduled digests, source aggregation, ranking, and n8n-backed routing.

### Housing Suitability Map - Location Risk Screening

Period: 2026

Proof: [live demo](#), [source](#), [portfolio](#)

Built a map tool with public geo sources, hard exclusions, scoring profiles, point inspection, drawn regions, and exportable shortlists.

### NextSport.io - Media Product, Match Data, Admin Tooling

Period: 2026-01-28 to 2026-06-03

Proof: [live product](#), [case documentation](#), [portfolio](#)

Owned product direction, UX/UI, API-contract product logic, admin tooling, implementation support, telemetry, mobile states, and release delivery.

Scope: 139 route nodes and a 25-slide public proof deck.

### WINSORE - Mobile Match Data App

Period: 2025-2026

Proof: [public mobile app landing](#)

Owned mobile UX/UI and design-system work for scores, schedules, tournaments, clubs, players, national teams, live states, dense cards, navigation, typography, colors, and handoff rules.