



Roderic Andrews

I design the product and ship the code. Figma to React and TypeScript, in production daily on live AI products, with the teams who use them.

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rodericandrews.com · rodericandrews.com/proof · app.thewarroom.ai · github.com/growthpigs · linkedin.com/in/rodericandrews

WORKED WITH Think Big · SCND · Dior · Benetton · Ubisoft · Veuve Clicquot · Orange · European Commission

NOW

War Room · Product designer and engineer 2025 TO PRESENT · APP.THEWARROOM.AI

Political intelligence platform built for Think Big (wethinkbig.io), a US public-affairs firm, with its team. Six agents investigate, rank and report; a human approves every move.

- Designed how humans and agents work together: every finding arrives with its evidence and a confidence score, and the operator steers all six agents from one chat, choosing which agent takes the next move.
- Ran discovery with Think Big's team and the campaign staff who use it; PostHog, Mixpanel and Clarity wired in so each release is judged on usage.
- Built the design system first: tokens, components and dashboard patterns for dense data, used on every screen in the product. React, TypeScript, Tailwind.
- Wrote the backend and the operations agents that watch CI, deploys and errors and open their own fixes as pull requests for review. Node, PostgreSQL, Pinecone, Mem0, RAG.
- Shipping to production daily since October 2025 with Think Big's team reviewing every release; pull requests, tests and migrations are counted daily at rodericandrews.com/proof.

EXPERIENCE

Badaboost · Product Designer & Design Engineer 2016 TO PRESENT · REMOTE

The company I work through, from 2016. Client products and my own.

- IT Concierge (app.it-concierge.fr): field-service app for an IT services company, 14 technicians dispatched through it. A ten-status job workflow, a four-role permission matrix, invoices generated from the work itself. 587 tests.
- Own products, designed and built: Rallo.ai (creator agents, live 2026), Crackpot (consumer game, live), PartnerLedger (contract and decision log, in build), Proper Dress (iOS, Gemini try-on). Case studies at rodericandrews.com/case-studies.

Joyjet · Product Designer 2010 TO 2016

Digital product studio for luxury, entertainment and institutional clients.

- Shipping iOS apps from 2010, early for a European studio. Designed and built Kabbee (on-demand rides) and Sejourning (short-stay marketplace) from zero. Client work for Dior, Benetton, Ubisoft, Veuve Clicquot, Orange and the European Commission.

Earlier · Designer and art director

Design and art direction for global consumer brands and European institutions.

SKILLS

Product · product strategy, discovery, user research, problem framing, roadmap, prioritisation, B2B SaaS
Design · UX, UI, Figma, design systems, tokens, interaction design, information architecture, data-dense UI, prototyping in code, typography
Engineering · React, TypeScript, Node, PostgreSQL, HTML/CSS, Vite, GSAP, Playwright, CI/CD
AI · Claude Code, Cursor, agent workflows, multi-agent systems, evals

FOUNDATIONS

Bachelor of Graphic Design. Typography, colour and hierarchy.