Myrto Grigori

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SUMMARY

Senior product designer with a background spanning architecture, interior design, and digital product, trained to hold complexity, design under constraint, and think in systems. I specialize in trust-sensitive, decision-heavy products where users delegate control, interpret signals, or rely on systems to act on their behalf.

I've built and shipped products at Brex, Alfred, and Blueground, spanning delegation and permissions systems, everyday consumer product, and AI-native design thinking, most recently through Return, an AI career companion I prototyped independently using the Anthropic API. I also run Noiro Studio, an independent design practice producing award-winning sculptural lighting and objects.

PROFESSIONAL EXPERIENCE

Founder & Creative Director

Aug 2023 – Present

Noiro Studio · New York, NY

- Founded and operated an independent design studio producing award-winning sculptural lighting and objects. Winner of the German Design Award 2026. Work featured in Vogue, Dezeen, and major international design press.
- Designed and launched 15 original products across three collections, owning the full lifecycle from concept through manufacturing and launch.
- Used AI as a working tool throughout the creative process: ChatGPT for strategy and decision-making, Runway for visualization and storytelling.
- Presented at three major international design fairs including ICFF.
- Built cohesive brand systems across storytelling, visual identity, and digital presence.

Product Designer

Jan 2022 – Jun 2023

Brex · New York, NY

- Owned end-to-end design across multiple product surfaces including inbox, support infrastructure, authentication, and help center, working across web and mobile in a fast-moving fintech environment.
- Led UX for support infrastructure across multiple initiatives including Support Hub, Productizing Support, Integrated Support for Transactions, and Issue Management, simplifying high-stakes financial support flows for business users.
- Redesigned authentication and mobile navigation experiences, improving clarity and reducing friction at critical entry points.
- In the final six months, designed Inbox Copilot, a delegated financial control system enabling executives to grant scoped access to assistants, addressing core UX challenges of delegation, trust, and reversibility that map directly to AI agent design.
- Built out the Inbox ecosystem including External Channels, Task management, and Slack integration, designing for complex multi-surface notification and triage experiences.
- Conducted qualitative research and usability testing throughout, grounding design decisions in real user behavior rather than assumption.
- Initiated and ran Design Buddy, an internal mentorship program connecting designers across the organization, contributing to team culture beyond the product work.

Product Designer

Apr 2021 – Jan 2022

Alfred · New York, NY

- Led pricing transparency initiative across web and mobile, resulting in 40% reduction in request-to-completion time, 22% reduction in live chat volume, and 20% increase in services booked per user, reframing a conversion problem as a trust problem.
- Designed Package X, expanding Alfred's service offering with a new bundled product experience.
- Redesigned event payments flow, simplifying a complex multi-step transaction experience for residents.
- Owned notifications design across mobile and web, improving communication clarity and reducing resident confusion around service updates.
- Collaborated with Operations and Customer Experience to ensure digital tools reflected real-world service workflows.
- Contributed to design system evolution and mentored a junior designer.

Product Designer

Sep 2020 – Apr 2021

Blueground · New York, NY

- Led UX design for the Extend Your Stay flow, incorporating user research and behavioral insights to improve conversion.
- Conducted a full UX audit across mobile and web, translating findings into actionable product recommendations.

Co-Founder Sep 2019 – Present

Stahia · New York, NY

- Co-founded a digital platform curating 500+ architecture and design projects, focused on editorial storytelling and brand identity.
- Led UX direction and content strategy, growing an engaged community of 20,000+ followers.

Design Manager Jun 2019 – Aug 2020

WeWork · New York, NY

- Led large-scale interior projects across multiple locations, managing a team of designers and ensuring alignment with brand standards, timelines, and spatial quality.
- Deepened expertise in systems thinking, leadership, and translating design intent into scalable environments.

Senior Interior Designer Lead Dec 2017 – Jun 2019

WeWork · San Francisco, CA

- Led flagship interior projects, optimizing workflows and collaborating across teams to improve efficiency and design consistency.

Founder Mar 2017 – May 2020

Golden Outliers · San Francisco, CA

- Founded an independent jewelry brand, designing products from concept to production and overseeing manufacturing and technical details.
- Represented the brand through exhibitions in Greece and the U.S.

Designer Mar 2016 – Dec 2017

Gensler · San Francisco, CA

- Worked on large-scale interior projects with a focus on spatial planning, accessibility, and coordination with engineering teams.

EDUCATION

UX/UI Certificate Program

Parsons School of Design, The New School | 2020 | New York, NY

Master's Degree, Architecture

Politecnico di Milano | 2013 – 2014 | Milan, Italy

Bachelor's Degree, Architecture

Sapienza Università di Roma | 2006 – 2012 | Rome, Italy

SKILLS

Design: UX/UI Design · Systems Design · Prototyping · User Research · Design Systems

AI & Tools: Claude / Anthropic API · Cursor · ChatGPT · Runway · Figma · Sketch · Adobe Creative Suite

Collaboration: Cross-functional teams · Research synthesis · Mentorship