Mantas Eitkevicius

Product & Interaction Designer

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Experience

Provably AI

Design Engineer
Feb 2026 - Present

- Led product and interaction design across the core web application, including data onboarding, organisation sharing and collection permissions.
- Rebuilt the design system into 70+ reusable components across 100+ screens, establishing shared patterns for design and engineering.
- Took ownership of frontend delivery, working with backend engineers to ship the application's second version in React using AI-assisted development.
- Led the SourceryKit rebrand across product interfaces, visual identity and the marketing website.

UI & UX Designer
Aug 2024 - Feb 2026

- Joined as the company's first designer, establishing the user experience, interface design and visual direction for its enterprise data platform.
- Worked with frontend and backend engineers to design workflows for querying sensitive data and verifying results using zero-knowledge proofs.
- Built the original design system and expanded into product ownership and frontend implementation, progressing to Design Engineer.

Freelance

Product & UI/UX
2023 - Present

FLINK

- Designed the end-to-end experience and built a functional prototype for a digital film ownership platform, supporting journeys to buy, sell and invest in independent film projects.
- The product subsequently launched and was presented at Cannes Film Festival as part of investor and industry outreach.

Style Architect

- Designed an AI-assisted interior styling experience, taking the product from an initial idea to an investor-ready proof of concept.
- Connected room uploads, personalised furnishing recommendations, product previews and purchasing into an end-to-end journey. The concept subsequently secured funding.

Side Project

Witespace

Brand & Product
2026 - Present

- Developing an AI education platform combining animated explainers and structured courses for individuals and enterprise teams.
- Lead the product experience, visual identity and motion design across the platform.

Education

Loughborough University

2019 - 2023

BA (Hons) Graphic Communication & Illustration

Skills

Design Tools

Figma, Adobe Creative Cloud, After Effects, Webflow, Framer, Unicorn Studio.

Development

HTML, Tailwind, WebGL, Git, AI-assisted development

Design Skills

Interaction design, user flows, Accessibility, UI design, prototyping, design systems, visual design, brand and motion design.