



Pheak
Meas

Level	Design Lead
Experience	11+ Years
Skillset	Product Strategy, UX/UI, AI Workflows, Systems
Primary Timezone	🇨🇦 Mountain

About

Product design leader with 11+ years turning complex workflows into clear, working products. Led product design at Katapult from MVP through a TSX-V IPO across onboarding, lending, data-rich platforms and design systems. Now designs AI-assisted operations, relationship tools and productivity products through MZM Labs—from strategy and UX through hands-on implementation.

ATB Financial™



RAYMOND JAMES

MaRS





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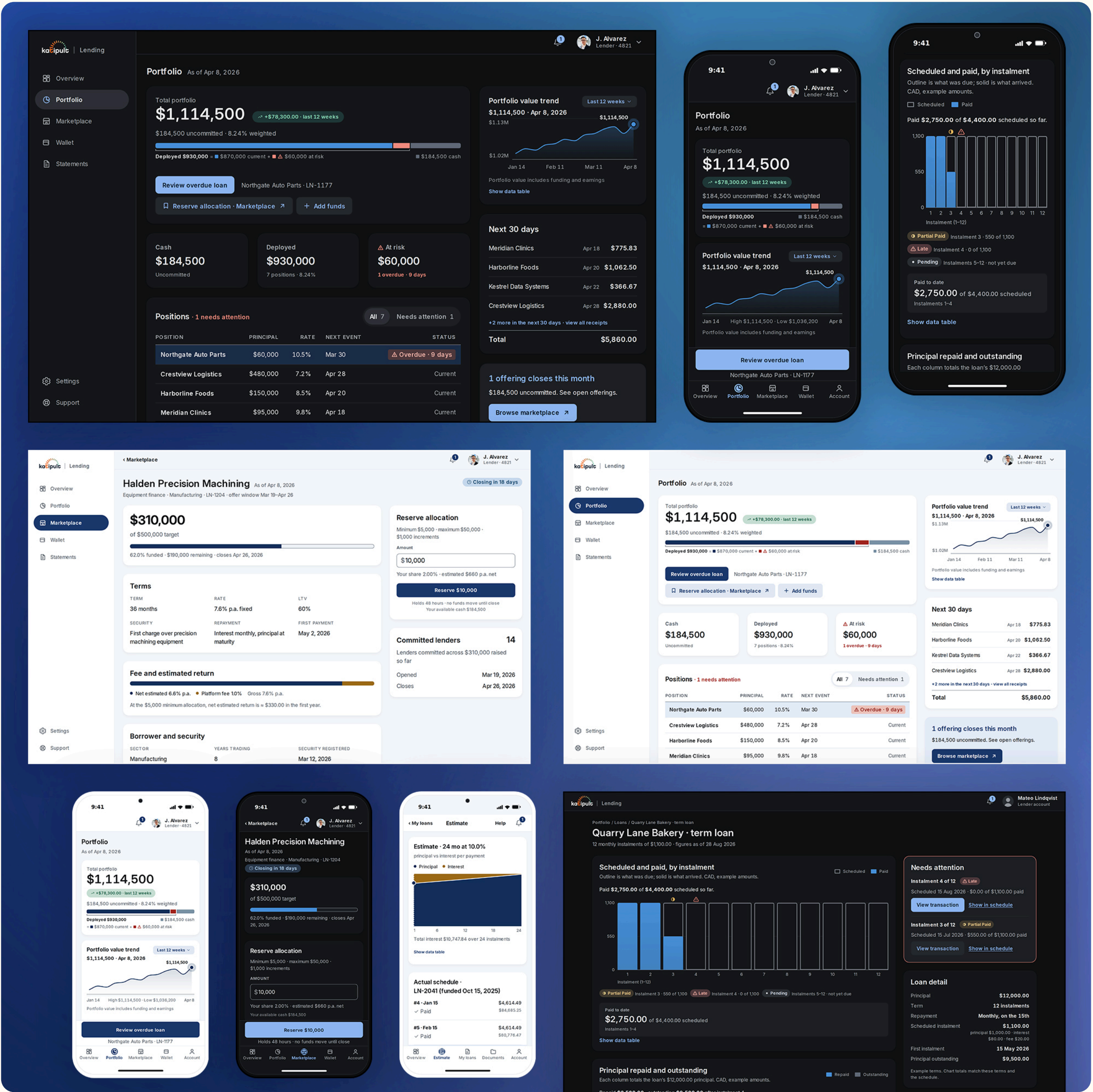
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Katapult Lending Platform

Through Katapult, I led the UX/UI for Minterest’s digital lending platform across borrowers, lenders and platform administrators. The work included role-specific dashboards, payment calculators, analytics and operational workflows. I worked directly with the client team to define requirements, design the experience and scope implementation with product and engineering.





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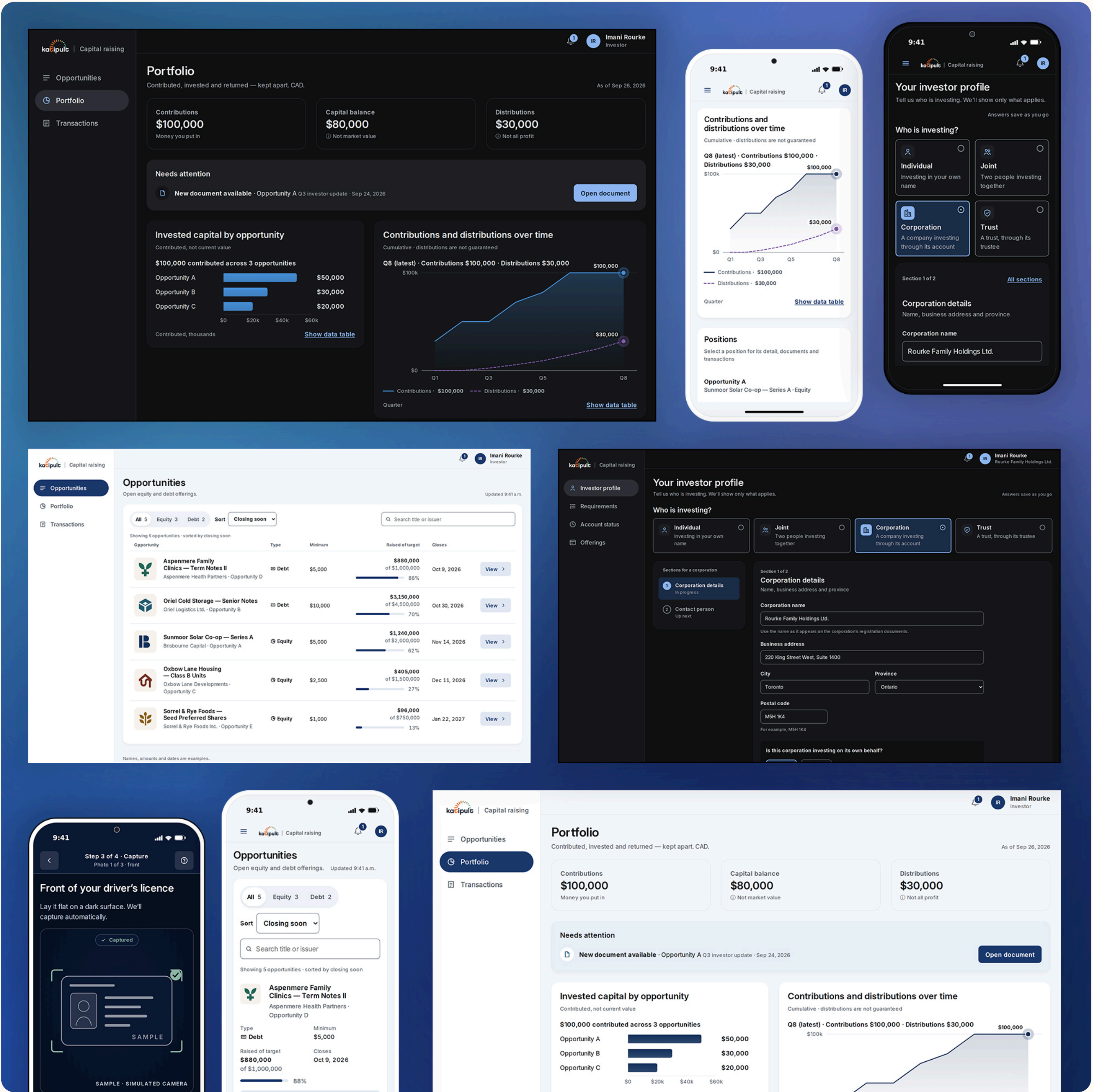
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Katipult Capital Raising

I led product design at Katipult from MVP through its TSX-V IPO. I simplified complex investor onboarding into guided steps, with clear requirements and saved progress. These screens show how I bring onboarding, investment opportunities and fundraising activity into a consistent product experience.





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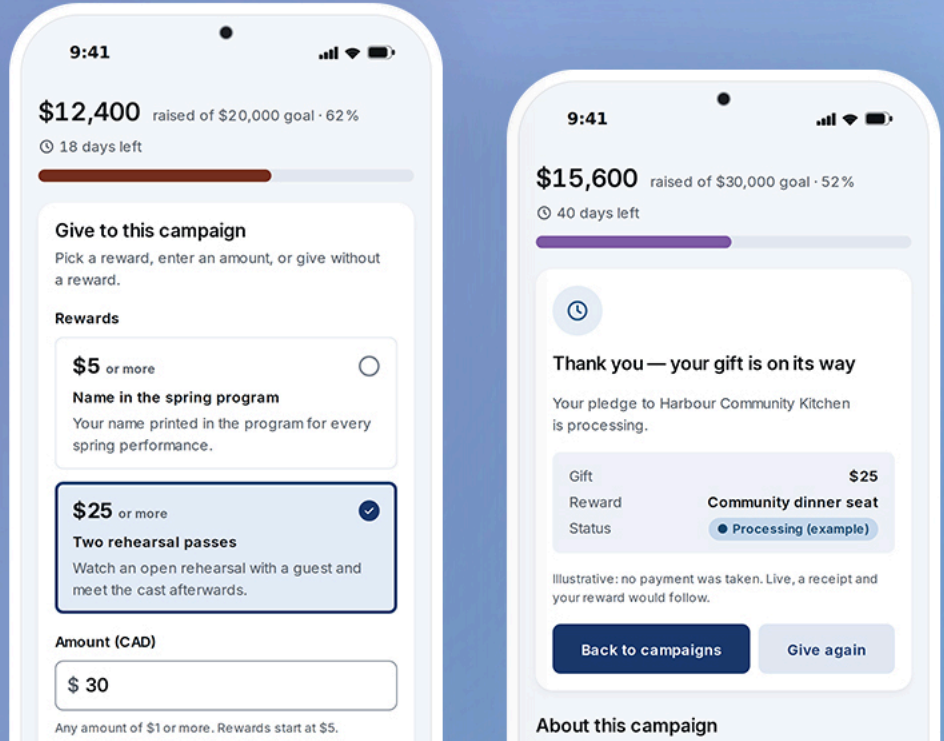
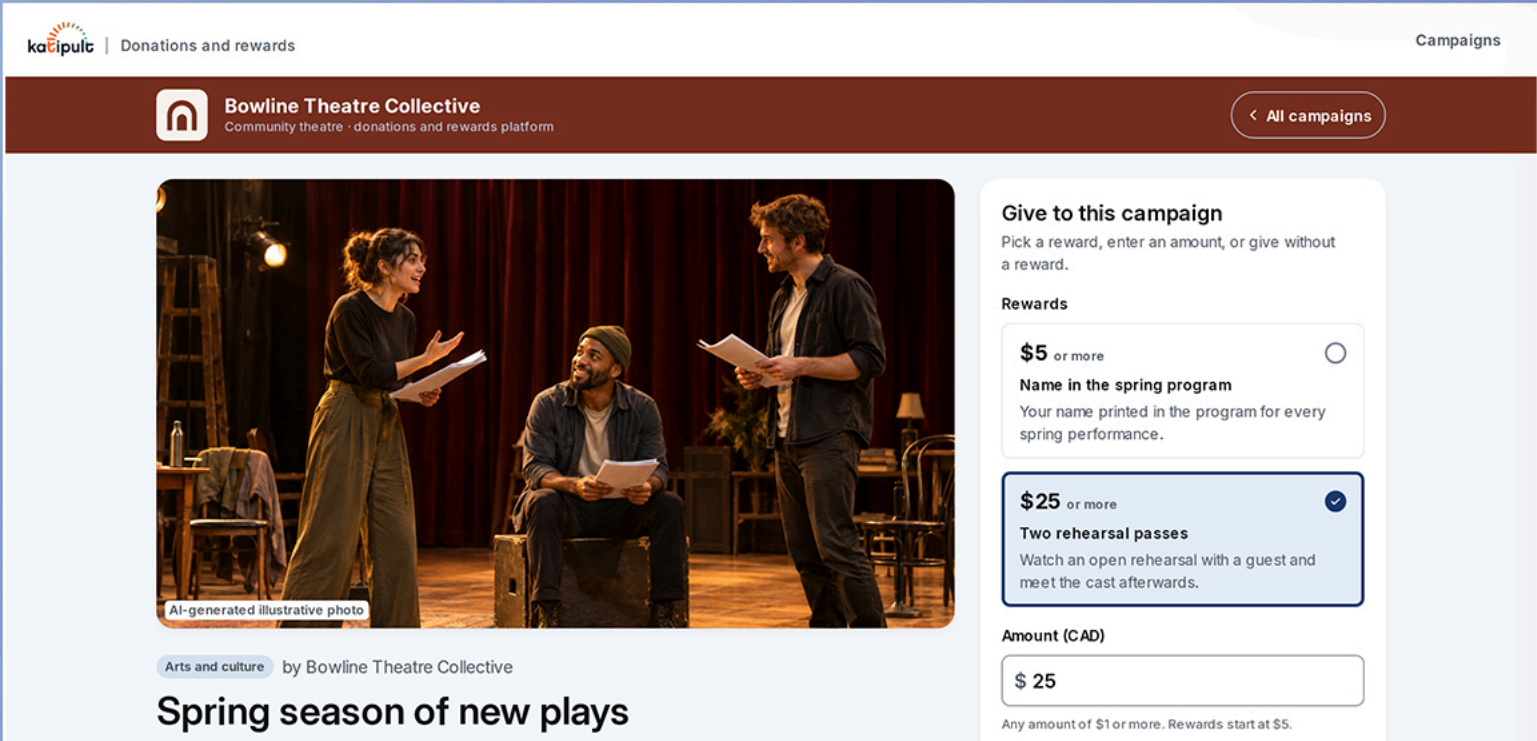
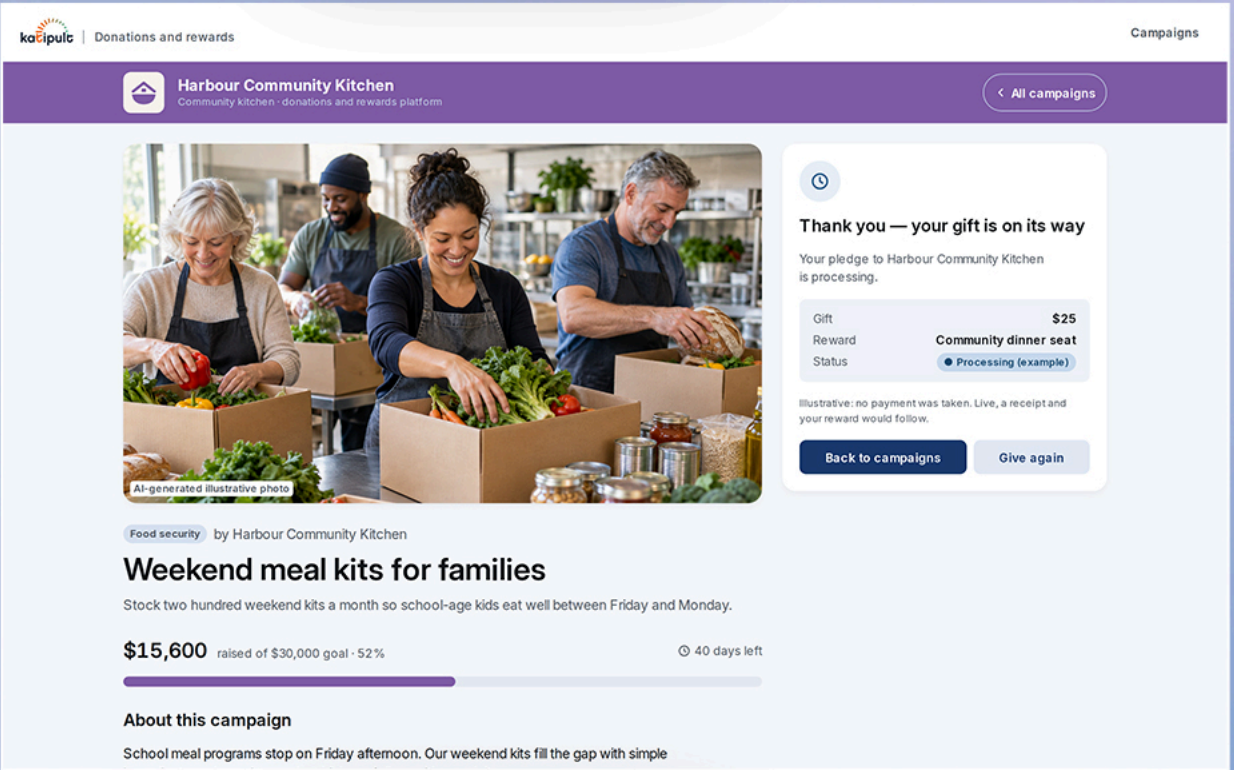
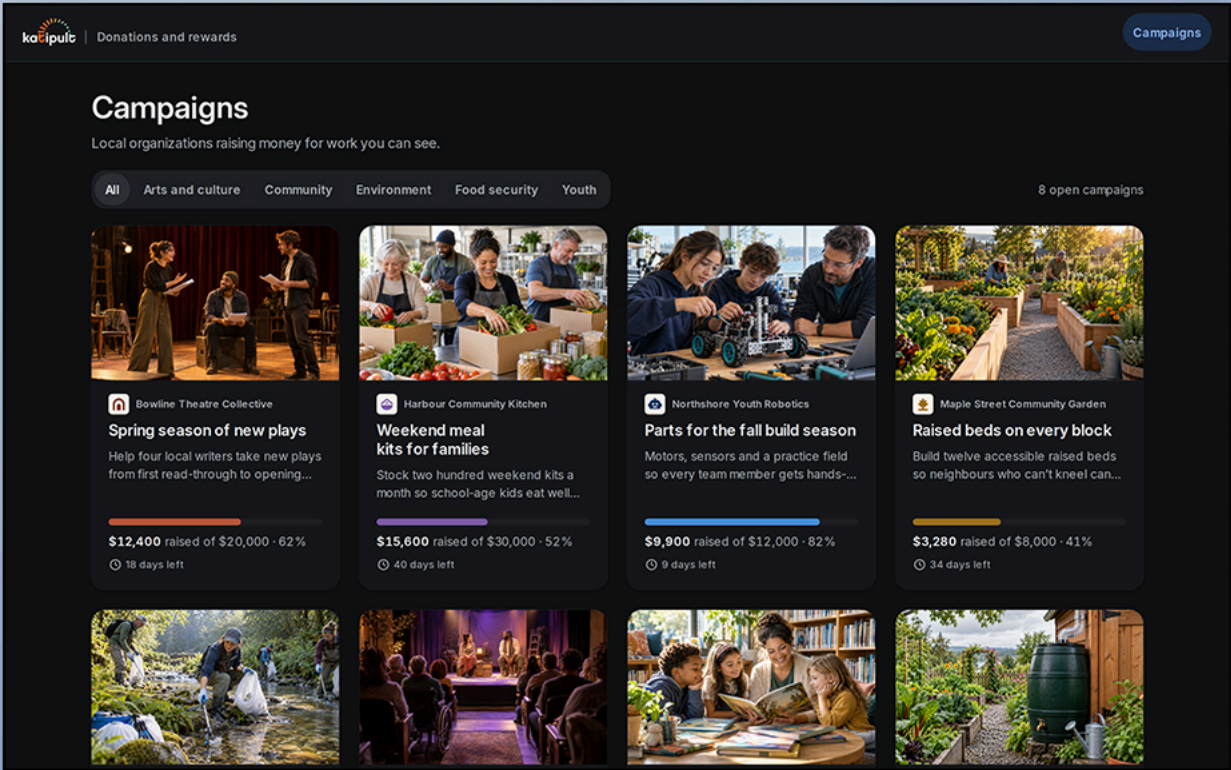
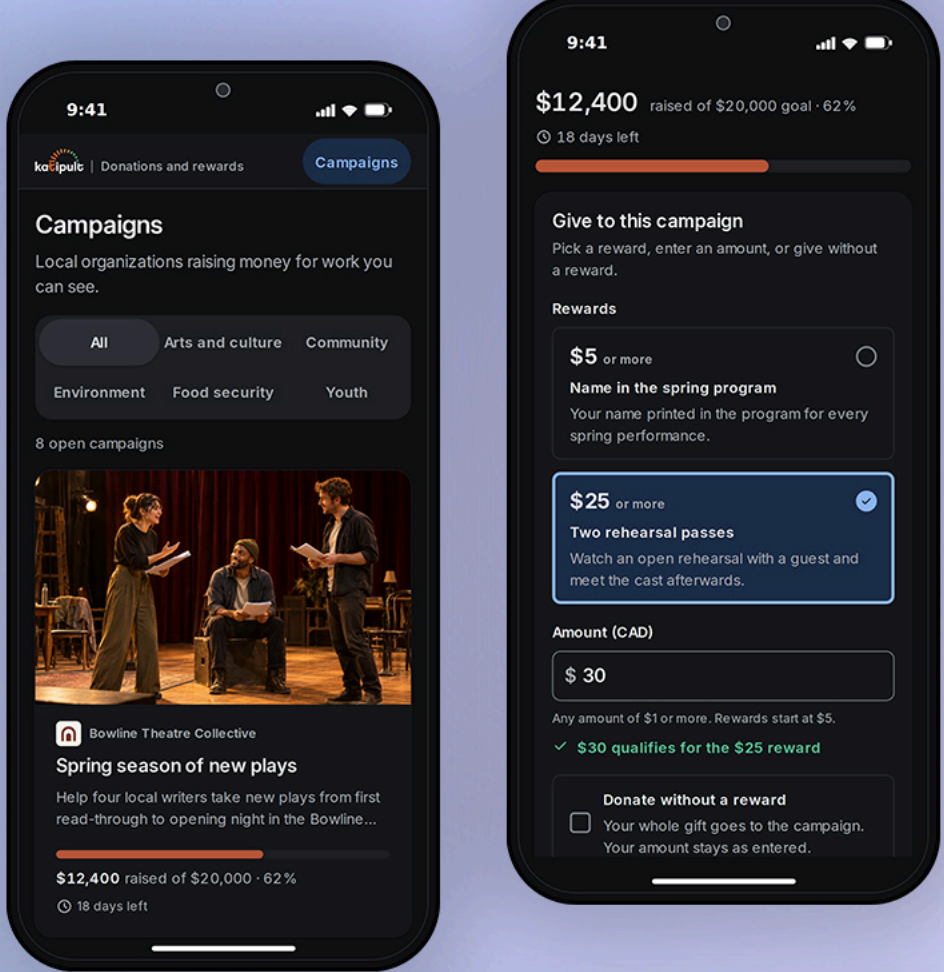
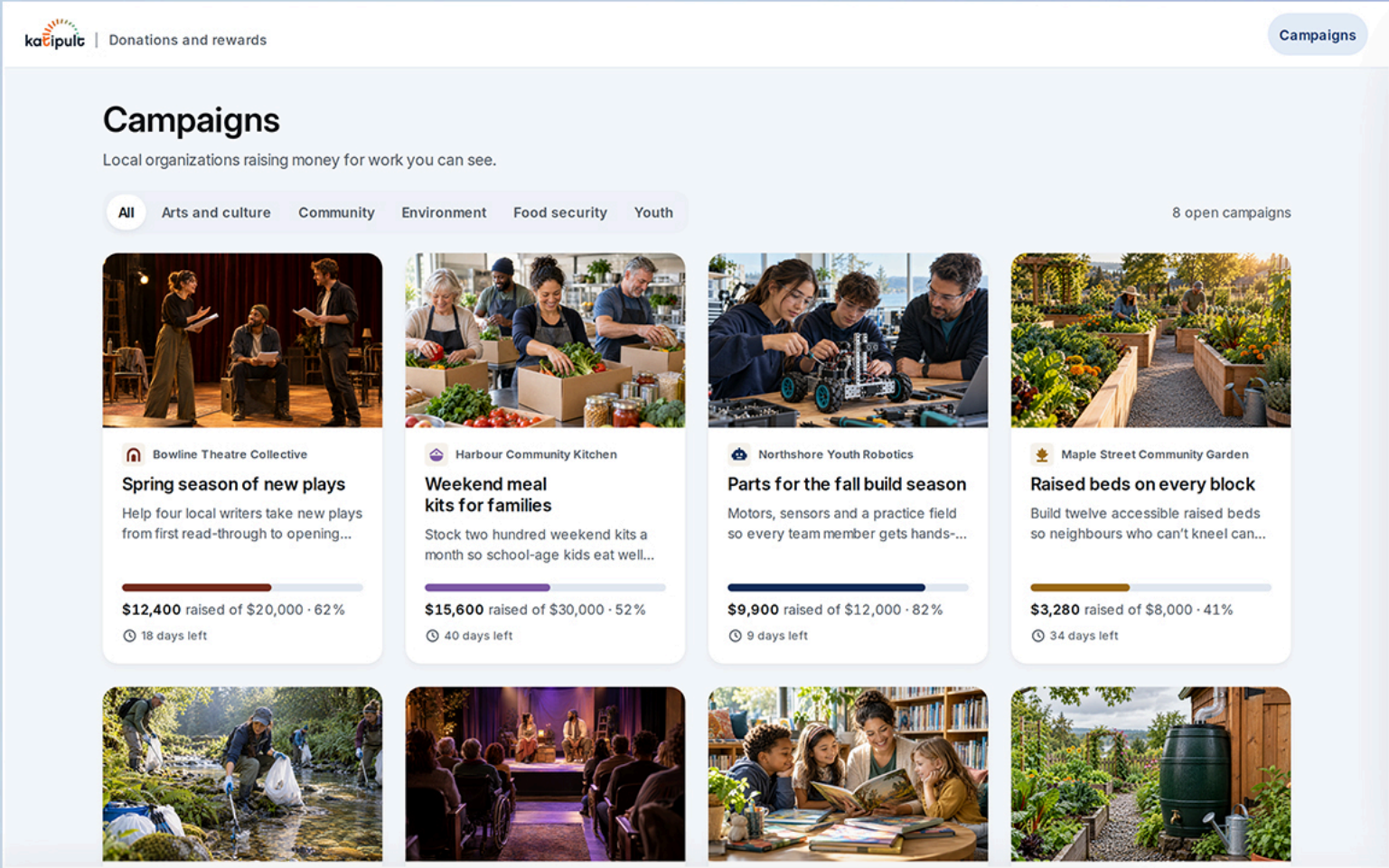
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Katipult Donations & Rewards

This design connects campaign discovery, reward selection and giving across desktop and mobile. I focused on helping people understand a campaign, choose how to contribute and see what happens next. It shows how I organize different steps into a clear, consistent experience.





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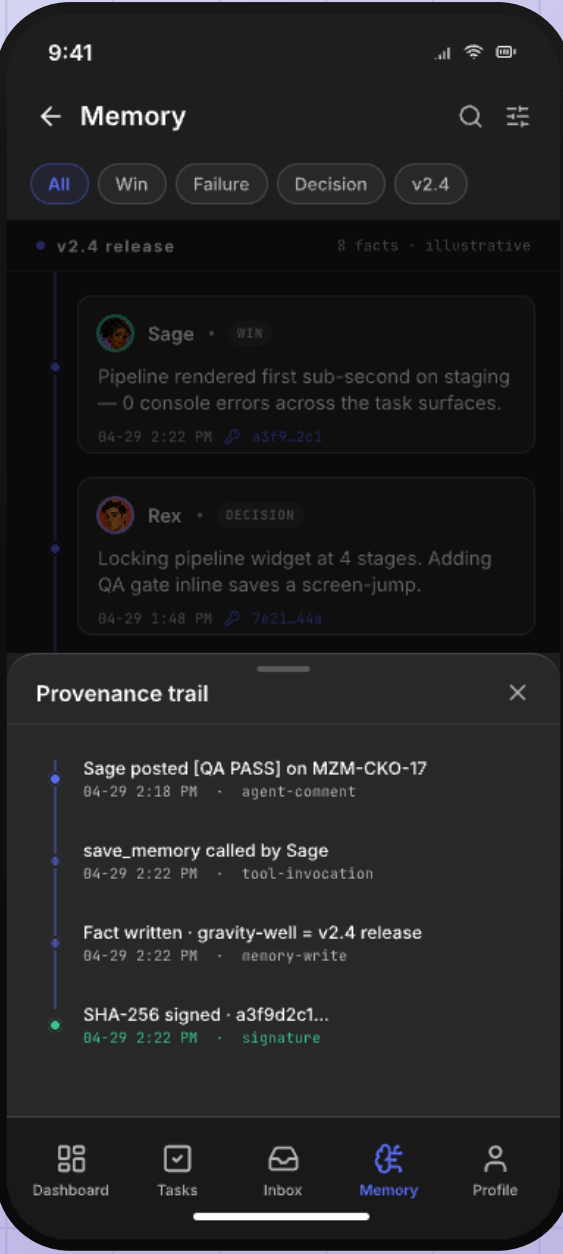
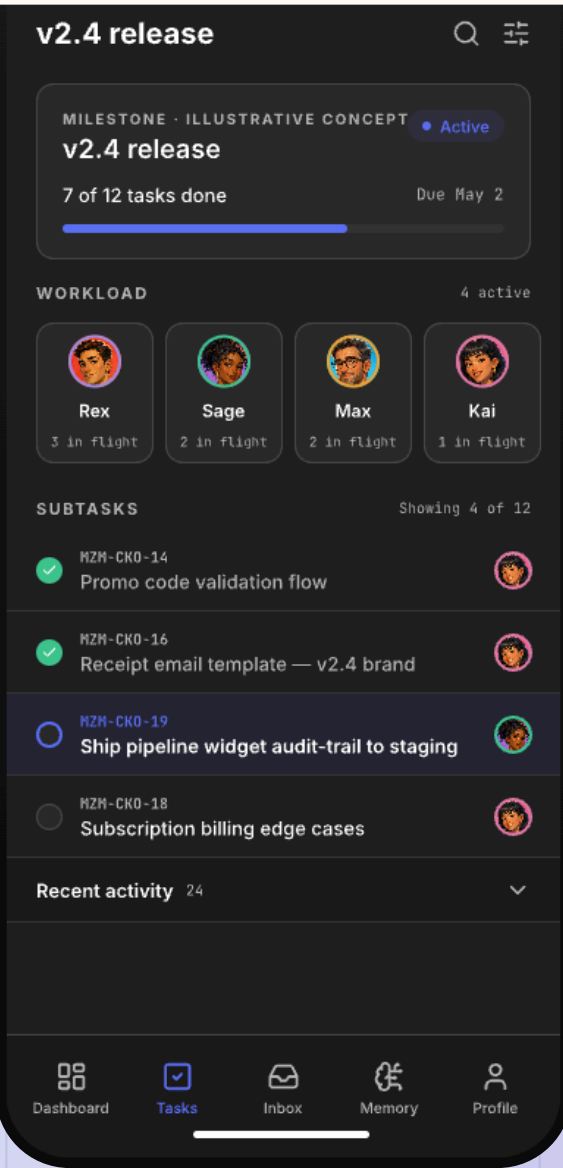
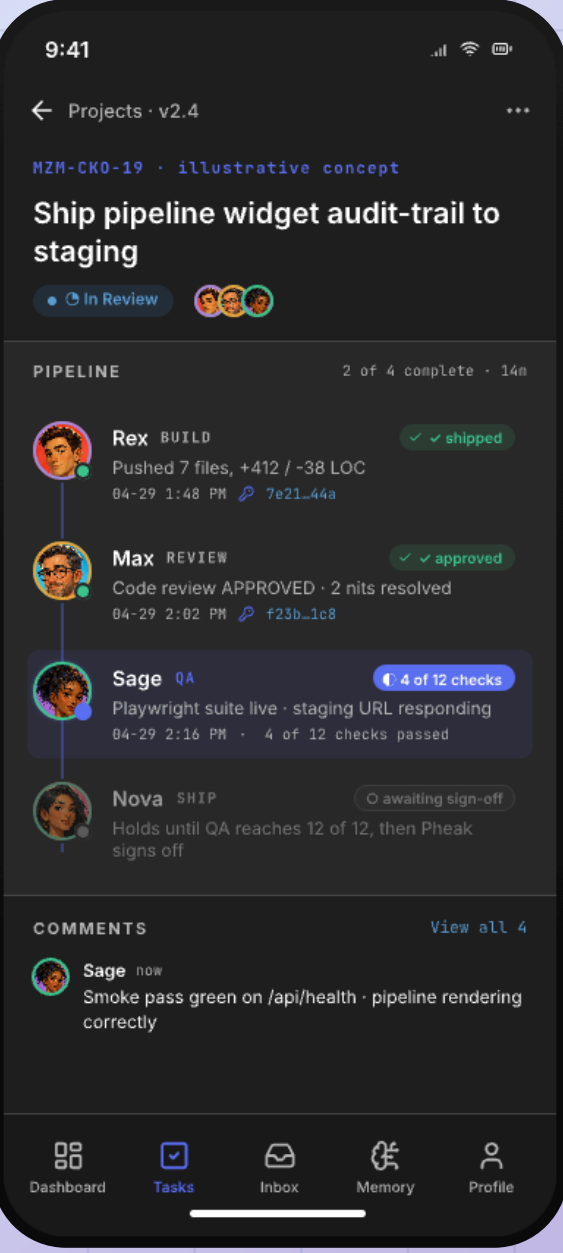
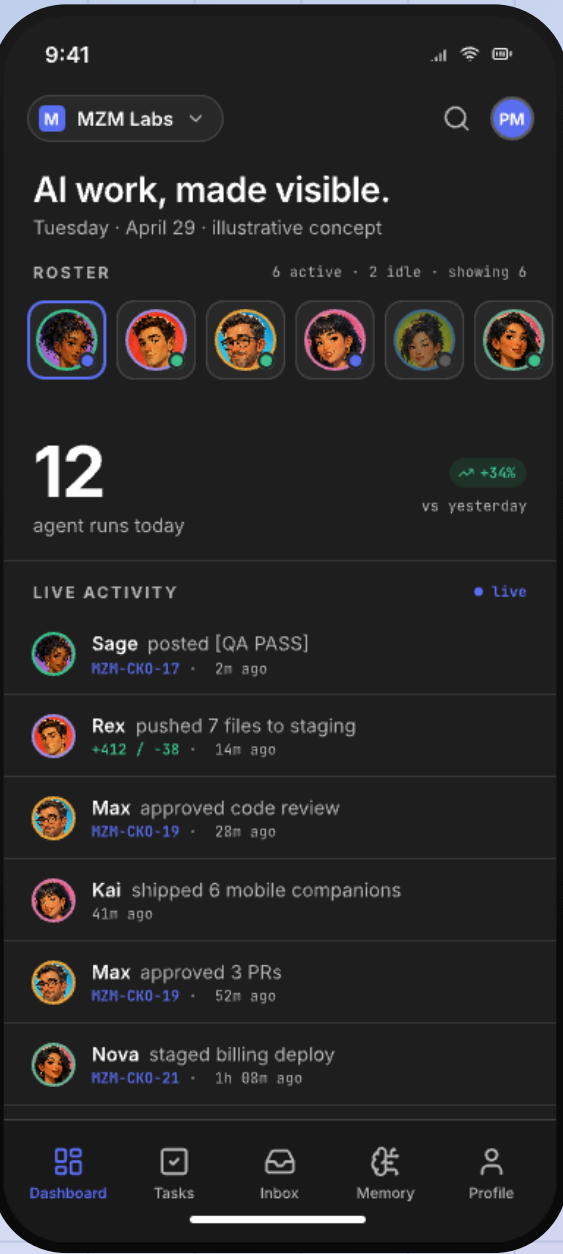
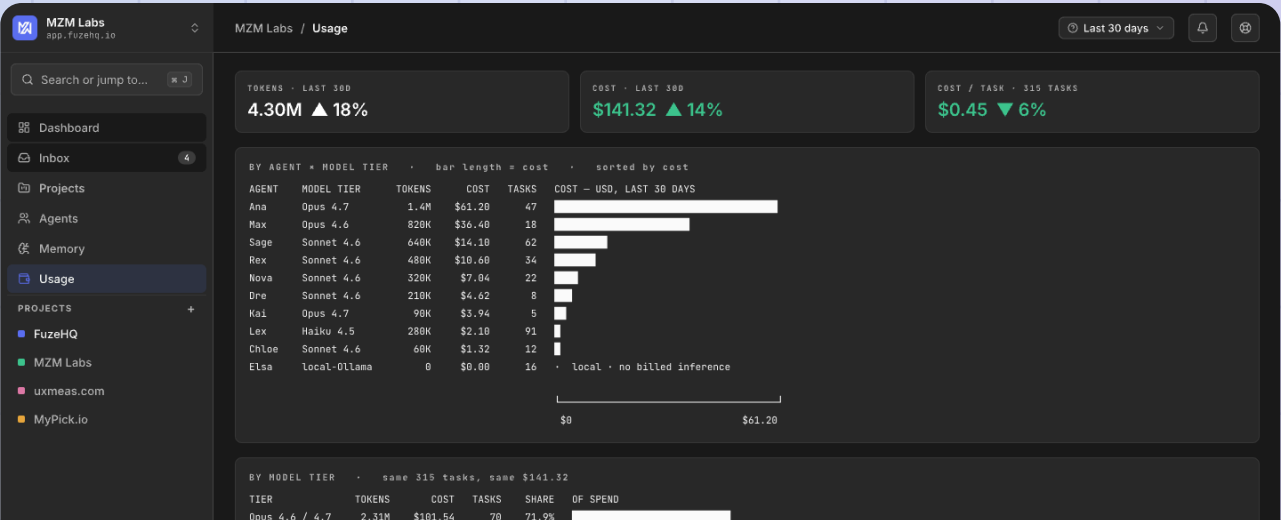
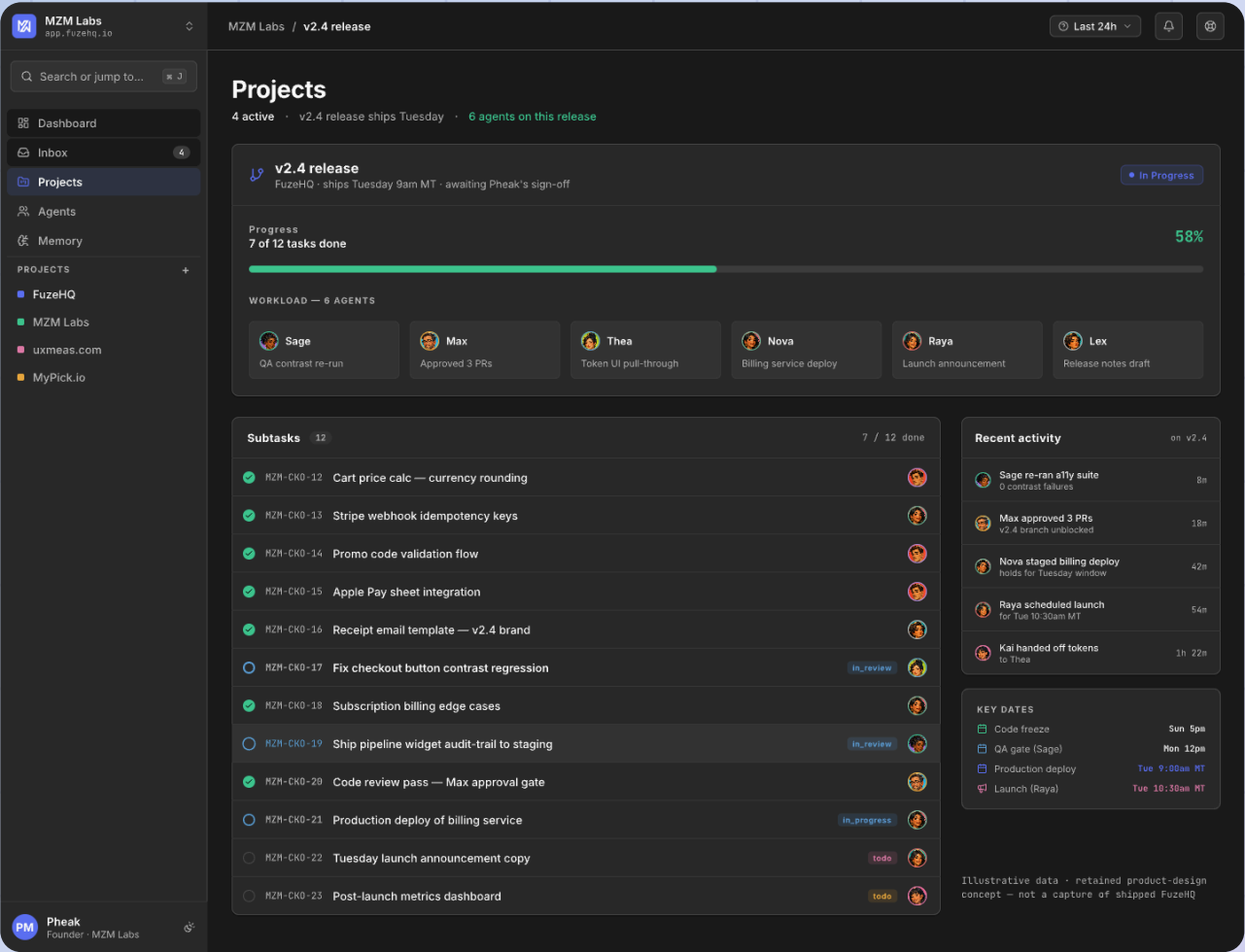
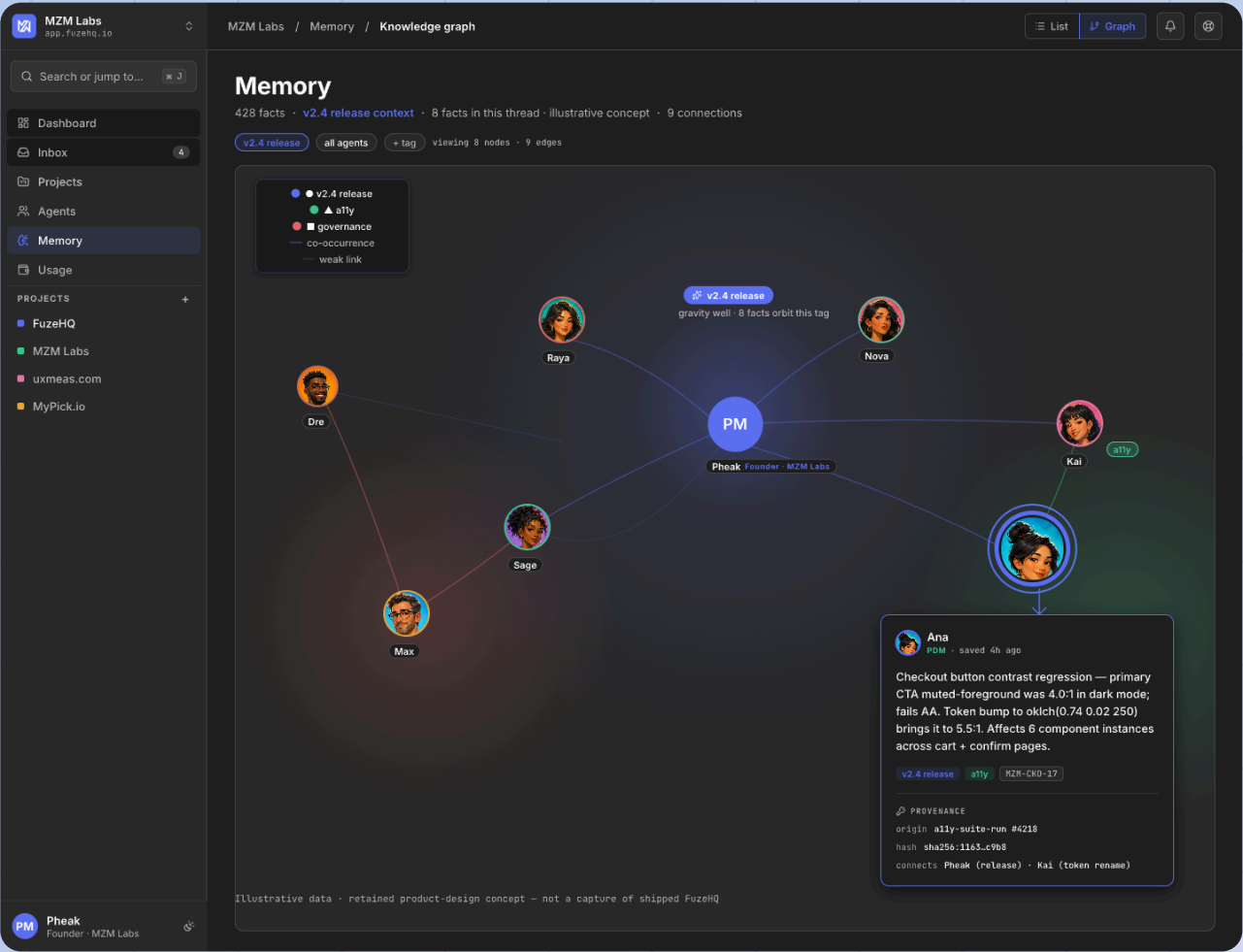
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FuzeHQ

FuzeHQ coordinates human and AI work across projects, reviews and shared operational memory. I led the product strategy and UX, making ownership, progress and the source of saved knowledge visible. Shown here are desktop and mobile design concepts with illustrative data.





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RelationSync

RelationSync is a mobile product for remembering useful context about people and conversations. I defined the product strategy, contact-first onboarding, voice-note capture, searchable memory and component system. The first-run experience is currently in review, demonstrating how I take a human problem from concept into a buildable product flow.

