

Sean Jamshidi

Product Designer & Design Leader

Stockholm, Sweden / seanjamshidi.com

hello@seanjamshidi.com / [LinkedIn](#)

Over two decades across product, brand and technology. Six years at Spotify, followed by founder and design leadership roles. I help teams find direction and turn ideas into products, staying hands-on from the first sketch through the build.

Experience

Pirr

Head of Design / 2023-2026

Led product and growth design in an early-stage AI company, partnering with the founders on direction, core flows and shipping the product.

Insights

Co-founder & CPO / 2023-2025

Co-founded a consumer learning app and led product, design, brand and growth from concept to launch.

Willa

Lead Designer / 2022-2023

Led key product experiences in a complex fintech environment, working closely with product and engineering from definition through shipped features.

Doors Live

Senior Product Designer / 2020-2021

Designed key product entry points, reusable templates and concepts that helped shape future product directions.

Samsen

Senior Partner & Design Domain Lead / 2019-2021

Joined early to build the design consultancy. Led the design domain, hired designers and helped shape the brand and operating model.

Klarna

Senior Product Designer / 2019-2020

Designed authentication, SCA payment experiences and app foundations across complex, high-scale user journeys.

Werlabs

Senior Product Designer / 2018-2019

Helped create the brand and overhauled the product experience, simplifying core journeys across brand, UX and UI.

Experience, continued

Spotify

Senior Product Designer / Product Designer / Communication Designer / 2011-2017

Spent six years across brand, product, growth and monetization as Spotify scaled globally. Originated the Spotify Play Button, designed key iOS experiences and worked across Premium and global partnerships.

Creuna

Designer / 2010-2011

Created digital design and campaign experiences for clients including Swedish Match and Libresse.

TBWA\Chiat\Day

Design Intern / 2010

Worked in Los Angeles on digital campaigns for Nissan Leaf, Uncle Ben's and early projects connected to Apple's iAd initiative.

Playfire

Designer / 2007-2008

Designed a gaming community homepage and a customisable profile system.

Independent work

Aely

Founder & Product Designer / 2026

Designing and building a native iOS product around ideas, reflection and perspective, spanning product strategy, interaction design and implementation.

Små Äventyr

Product Designer / 2026

Designed and built a location-based product helping parents discover playgrounds and family destinations in Stockholm, from the concept and maps to the data and implementation.

Education

Hyper Island

Digital Media / 2008-2010

Linköping University

Culture, Society & Media Design / 2006-2007

Swedish Defence University

UGL - Understanding Group and Leader

Languages

Swedish / English / Persian