

Milos Facius

Product designer

Five years designing tools where mistakes are expensive. I've worked on control-room software for the people who run Denmark's power grid, and on the design system behind the national energy settlement platform. I work best close to expert users and developers, and I care about getting things live.

CONTACT

Website
milosfacius.dk

Email
milosfacius@gmail.com

LinkedIn
linkedin.com/in/milos-facius

Based in
Copenhagen

SKILLS

Interaction design
Design systems
Expert and enterprise UX
User research and testing
Prototyping
AI-assisted prototyping

TOOLS

Figma
Claude and other AI tools
No-code and low-code tools

EDUCATION

M.Sc. Digital Design and Communication
IT University of Copenhagen
2016 - 2018

Exchange year, Georgia Tech
Computational Media, Industrial Design, Human Factors in Design
2014 - 2015

B.Sc. Digital Media and Design
IT University of Copenhagen
2013 - 2016

LANGUAGES

Danish
English

EXPERIENCE

KMD

Aug 2025 - Sep 2026

UX Designer, KMD Elements

- One of four designers in a team of around 100 developers, building the platform that handles settlement for Denmark's energy market.
- Helped rebuild the design system in Figma: more than 100 components, plus governance for a distributed team in Ballerup and Warsaw.
- Designed a relative date-time picker as a chainable grammar for expert users.
- Took features from discovery to delivery with product managers and developers.

Trifork Smart Enterprise

Apr 2022 - Feb 2025

Product/UX Designer, Energinet Control Center

- Designed software for the control room operators who run Denmark's power grid.
- Four go-lives with zero downtime, including the largest IT launch in the organisation's history. Viking Link, the interconnector to the UK, went live ahead of schedule.
- Worked directly with operators, developers and leadership, and on the design system behind the platform.

Acceleration, WPP agency

Aug 2021 - Jan 2022

UX & Concept Developer

- User flows, digital strategy and conversion work for clients in telecom, mobile payments and insurance.

Hobbii

Feb 2020 - Jun 2021

UX & Concept Developer

- Improved e-commerce flows and internal processes while the company grew from 100 to more than 300 employees.
- Ran user tests and panels that fed directly into the product.

PROJECT

Brass & Iron

2026 · In progress

Personal project, design, product and direction

- A football GM game I design and direct, with AI writing the code to my specs. Now at version 24: every screen agreed before it's built, every balance change measured by two bots.