Yaniv Kadosh

Product, Systems & Creative Leader

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Israel

I lead products and multidisciplinary teams, combining system thinking, creative direction and hands-on execution. Over 25 years I have moved from motion and interactive design into product management, system analysis and company leadership, including 14 years leading product, creative and development teams: from a single squad to a 30-person in-house team working alongside offshore teams of 30 to 40. I build interactive learning and onboarding experiences, and I use AI tools and automated workflows in my daily work.

CORE CAPABILITIES

Product & Systems
Product definition, game mechanics, business logic, requirements, functional specs, flows, integrations and back office.

Creative Direction
Art direction, visual language, UI design, motion, animation and video production.

Team Leadership
Local and offshore development, design and QA teams, vendors and end-to-end delivery.

Learning & Onboarding
Interactive tutorials, step-by-step guides, product walkthroughs and user and player onboarding across platforms.

AI & Automation
AI tools and agents, MCP-based automation for Jira and Confluence work, AI-assisted research, specs and prototyping.

Domains & Markets
Fintech and trading, gaming, healthtech, B2B SaaS, media and smart TV.
Markets: USA, Gulf states, Europe.

EXPERIENCE

dividandy · Product Lead & System Analyst — Mar 2024 – Present · Global

A competitive game that turns live financial markets into an arena where players compete for cash prizes. Limited beta.

- Lead product and system design, game mechanics, creative direction and UX, from onboarding to trading and back-office operations.
- Designed onboarding and in-game learning that make complex trading intuitive through short actions and immediate feedback.
- Define flows and integrations across trading, tournaments, wallet and payments, KYC, CRM, market data and analytics.
- Manage development tasks and delivery across internal and offshore teams; hands-on with interface design, motion and animation.

Wonder Care · Product Manager & System Analyst — Apr 2023 – Jan 2026 · Contract · Israel

A healthcare services platform connecting patients with healthcare professionals, from booking to treatment completion.

- Led technical product planning, system architecture and development delivery.
- Defined business logic, scheduling and treatment workflows, operational processes and integrations between the app, management platform and CRM.
- Coordinated development tasks and vendors through implementation and release.

BeeRemote · Product Manager & System Analyst — Aug 2019 – Jun 2024 · USA

A customizable B2B SaaS platform for flexible workspaces, bookings, calendars and employee communications, across a network of 1,000+ coworking spaces.

- Led product management, system specification and UX: core workflows, data flows, admin tools and interfaces.
- Consolidated data from hundreds of sources into one experience, adapting a shared platform to each organization's needs.
- Worked directly with customers, developers and external providers.

***Career Break** · Professional studies & travel* — Aug 2018 – Jul 2019

Bosonet · Co-founder & General Manager / Product & Creative Lead

Jun 2012 – Aug 2018 · Ashdod

A software development company bringing together young talent, mainly from Israel's periphery, to build digital products across gaming, finance, e-commerce and other industries.

- Led a 30-person team across development, design, QA and operations, working alongside offshore teams.
- Oversaw dozens of web, mobile, SaaS, B2B and B2C products, from client requirements through system architecture, UX/UI direction, development and delivery.
- Work included trading platforms and live trading tournaments, CRM systems, games and brand websites for clients such as Gottex and Natasha Denona.

isnet network · Product Manager & System Analyst

Jan 2009 – Nov 2013 · Part-time · Israel

A network of local news and content websites sharing technology, content and operational tools.

- Led system specification and hands-on development management of a unified platform for hundreds of editors, advertisers and sales teams.
- Defined operational workflows and usage protocols; managed training and onboarding for participating publishers.

Independent · Product Designer & Developer

Aug 2010 – May 2012 · Israel

- Designed and developed web applications, e-learning systems and interactive digital products for companies and organizations.

Boxee · Product Designer

Jan 2007 – Aug 2010 · Tel Aviv / New York

- Designed user interfaces for the Boxee smart TV platform and dedicated TV apps, including Netflix, Hulu, Pandora, Flickr and Comcast, built for clear navigation with a TV remote.

Ynet · Digital Designer & Animator

2003 – 2007

- Digital products, commercial projects and interactive content for Yedioth Media Group.

Studio Moograbi · Motion Designer

1999 – 2003

- Animated interactive interfaces, tutorials and user guides, and interactive demos for mobile, TV and web.

SELECTED PROJECTS & VENTURES

iDip · System Analyst

- System architecture, user journeys, information flows and privacy-driven access logic for a platform connecting dental clinics, imaging labs, technicians, suppliers and patients.

Danik Digital · Founder

- AI-led venture studio. Created Sattala, an interactive legal game built on real court cases, produced with a team of AI agents, each with a defined role.

netips · Product Manager & System Analyst

- System specification and management of a five-developer offshore team for a social recommendations platform.

EDUCATION

Camera Obscura · Visual Arts & Interactive Technology, four-year program (Digital Media) · 1998–2002
Front-End Development · Senior management programs

TOOLS & LANGUAGES

AI tools & agents · MCP · Jira · Confluence · Figma · Video editing & production · Onboarding & SaaS tools

Hebrew · English (full professional)