MICHAL HAFTEL

PRODUCT DESIGNER SPECILISING IN BEHAVIOURAL DESIGN & AI-DRIVEN SYSTEMS

ABOUT ME

Product designer with deep expertise in **behavior change**, blending academic research with realworld product work. I combine data-driven thinking, creative execution, and leadership under pressure to craft experiences that are both strategic and impactful.

EDUCATION

M.A Behavioural Economics Reichman University

- Thesis in Human-Computer Interaction (HCI) exploring behavior change strategies through Al-driven bot.
- Specialized in the behavioral aspects of decision-making, psycholinguistics, UX research, and the neuroscience of HCI

O B.Des Visual Communication

Shenkar

- Trends in Interactive Design and Branding
- A final project aimed at influencing user
- behavior through nudges, promoting eco-
- friendly practices, and mindful communityoriented consumption.

MILITARY SERVICE

Air Force | Intelligence Officer

2012-2015

- Led a team of three researchers within a core division at the Air Force's main operational center.
- Honorably discharged with the rank of Lieutenant (promoted to Major in reserves).

HOBBIES & INTERESTS

O Movement

Yoga and mobility teacher balancing oversplits in ballet with 140 kg deadlifts at CrossFit—flexibility meets strength!

O Music

High school diploma specialization in music: theory, harmony, history, and piano, with a focus on jazz tunes and improvisation.

EXPERIENCE

O Air Force | VP Psychological Warfare

October 2023-Now

- Establishment of the **Psychological Warfare Team** during full-time reserve duty, introducing a groundbreaking initiative within the Air Force.
- Directed high-pressure operations, involving in-depth adversary research, strategic prioritization, execution of targeted actions utilizing diverse technological and intelligence resources, and ongoing validation to ensure optimal effectiveness. Those made a **drastic change** the operational flow within the AirForce.
- Led and mentored a team of 10–15 pilots and officers, fostering collaboration and resilience in high-stress environments.

AI-Focused Product Design Consultant

2024-Now

- Strategic design consultant for early-stage startups, blending UX, product thinking, and behavior design to shape zero-to-one experiences.
- Introduced Al-driven solutions that transformed vague ideas into actionable, intelligent features—positioning products at the edge of innovation and usability.

Walnut.io | Senior Product Designer

2021-Now

- Conducted UX research and behavioral science into UX, designing experiences that not only look good—but actually change how people act.
- Transformed technical challenges into simple, confident flows
- Built Walnut's first **design system** from the ground up, bringing consistency, and visual harmony to a fast–growing product.
- Acted as a translator between design, product, and dev, ensuring alignment without compromise

O Muse | Product Designer

2020-2021

- Designed UI/UX solutions and developed branding for early-stage startups.
 Collaborating with PMs, developers, and C's to meet business objectives.
- Delivered tailored designs for SaaS complex platforms and mobile applications across diverse industries, including real estate, healthcare, coaching, and fintech.

Friday | Graphic Designer

2019-2020

 Designed brand identities, social media assets, and interior graphics for prominent Israeli and international companies, including Delta, Kiko, Fithouse, Castro, Carolina Lemke, Story, and more.

O Student Union | Head of Academic department

Portfolio

2019-2020

- Acted as the main liaison between students and faculty, resolving academic issues across departments
- Advocated for students in high-stakes committees and drove improvements in **academic performance**, engagement, and learning conditions.
- ^o Led and **managed a team** of four, fostering collaboration and effective communication.