

Alex Voigt

Product Designer

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SUMMARY

Founding product designer. I've designed and built software since 2009. At Codifi I owned product design from MVP to version 3, including the design system and a full redesign of the web and mobile apps and the marketing site. I design from field research and site visits with crews. I also write production code: 836 commits to the mobile app and 563 to the web app.

EXPERIENCE

Head of Product, Codifi

August 2024 – October 2026 | Remote

Codifi is a field data platform for archaeology, paleontology and environmental work. It runs on iOS, iPadOS and the web and covers the workflow from schema design to finished reports. In 2024 it folded back into its parent, Chronicle Heritage (PaleoWest and Commonwealth Heritage combined). I reported to the CEO.

- Owned the design system and led a full redesign of the web and mobile apps and the marketing site. Prototyped in the product's own code.
- Built the mobile app's interface native-first with React Native and Expo. Used SwiftUI components through Expo UI plus native sheets and Liquid Glass. Wrote an Objective-C diagnostics module and Expo config plugins. Added Emlid and Bad Elf support to the MFi GPS bridge.
- Designed and built the map tools. Mobile crews draw and snap with survey-grade GNSS. They also capture offsets, track, measure and use a camera compass. The web app has drawing and custom map sources. It exports Shapefile, GeoPackage and GeoJSON with GNSS provenance.
- Led the rollout across Chronicle Heritage. The national cultural resource management firm replaced its ArcGIS and FileMaker workflows with Codifi. From August 2025 to August 2026 monthly field users grew from 13 to 108 and monthly records from 777 to 11,190. The share of field revenue on Codifi rose from 17% (2025 jobs) to 44% (2026 jobs). Memphis cut data entry after fieldwork from days to hours.
- Led product through three major versions and more than 25 releases since v2.0. Four feature releases in seven months of 2026 (v3.0 to v3.3) added device-to-device sync with no internet and calculated fields with geospatial math. They also added SSO and MFA, web GIS drawing tools and File Geodatabase export.
- Wrote most of the frontend: 836 commits to the mobile app and 563 to the web app since 2024. Hugo Bounoua, our solutions architect, architected the sync and formula engines and much of the backend.
- Owned the iOS releases and Expo SDK upgrades. Signed and uploaded 14 builds to App Store Connect across nine app versions from 2.0.1 to 3.3.5.
- Built with AI agents every day, mainly Claude Code with Codex and Gemini alongside. Wrote the project docs the agents work from and trained teammates on the workflow.
- Configured more than 40 customer data models through API automation and rebuilt the marketing site in Next.js. Also wrote the public knowledge base and release notes.

UX/UI Designer, Codifi

May 2023 – August 2024 | Remote

- Joined as employee seven and Codifi's founding (and only) product designer when it spun out of PaleoWest's technology division. Took the product from an early contractor design through MVP as the company grew to 55 people.

- Designed the web and mobile experience end to end: field research with crews, flows, UI and developer handoff.
- Started shipping production React and React Native code alongside the design work, because waiting on handoffs was too slow.

UX Designer (contract)

July 2022 – May 2023 | Remote

- For Trellus, an AI sales-call coach that runs beside a CRM: led a design team of six on its redesign, from research through developer handoff. Daily users have since doubled, from 300 to 600.
- For Connect7: interviewed chief executives and buyers, and helped move a consumer SaaS product toward selling to organizations.

Multidisciplinary Designer and Pastor, Florida Conference of Seventh-day Adventists

December 2013 – March 2023 | Florida

- Founded SALT Outpost Tampa, a homeless care branch, and designed the app its care days ran on. Commissioned a contractor to build it in AppSheet. Each station logged a guest's food, showers, clothes and supply pack on an iPad, and the data went to local government services.
- Designed about 10 WordPress websites and built two myself: the church's and the Foundations series site. Also designed an iPad check-in kiosk for the church lobby.
- Designed the stage lighting: bought and wired the LED DMX fixtures and built the LightKey presets that ran each show. Designed production carts for a church that met in a rented hall. One cut weekly setup by 45 minutes, and I welded and built another myself.
- Co-created and directed Foundations (2021), a six-part series used by churches around the world. Shot and edited all of it and made its website and marketing.
- Lead pastor from 2017 of a church that grew from 80 to more than 160 members. Designed how a first-time visitor becomes part of it and ran statewide trainings.

iOS Developer and Designer

2009 – 2014

- Designed, built and published 12 native Objective-C apps and a 2D game on the App Store, including apps for clients.
- At Erhard Furniture and Flooring in Michigan (November 2011 – January 2013): print and digital ads, the website and an iPhone app that priced flooring for a room.

SKILLS

Design: Product design, interaction design, visual design, design systems, prototyping in code, Figma, typography, motion design, accessibility (WCAG 2.2 AA)

Product: Roadmap ownership, release management, user research, usability testing, technical writing, customer training, change management

Engineering: TypeScript, JavaScript, React, React Native, Expo (config plugins, Expo UI), native iOS modules (Objective-C), Next.js, HTML, CSS, CSS Modules, MUI, Mapbox, Git, Xcode, App Store Connect

AI-assisted development: Claude Code, Codex, Gemini CLI, multi-agent workflows, project documentation for agents

Domain: GIS, geospatial tools and exports (Shapefile, GeoPackage, GeoJSON), GNSS receivers, offline-first field software, ArcGIS and FileMaker migration

EDUCATION

Master of Divinity, Andrews University

Bachelor of Theology, Southern Adventist University