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Portfolio & Links

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UX/UI Designer

Personable, results-driven (UX/UI) Designer with six years of experience crafting and optimizing complex 3D visualization systems at Chaos, alongside building fintech and crypto platforms for Finotive Group, Getmoni, and Bitsgap. Skilled at translating both user and business needs into intuitive, high-performance interfaces, I collaborate with developers and oversee the process end-to-end, from user flows to handoff.

PROFESSIONAL EXPERIENCE

SR(LEAD) UX/UI DESIGNER Finotive Group, UK (Remote), Short term contract January 2025 – July 2025

- Led the redesign of key internal tools for a proprietary trading platform that increased retention by 25%
- Consolidated redundant pages into streamlined dashboards, improving UX and access to essential metrics simplifying navigation and increasing usability for 30%
- Maintained and evolved the design system in sync with ongoing feature development and component iterations.
- Worked with a Hotjar to increase usability of the product and gathering feedback
- Rebuilt Finotive Pay product from a scratch.

SR UX/UI DESIGNER Getmoni.io, UK (Remote), contractor Feb 2024 – Oct 2024

Worked on several software projects, from wireframes and user flows to final designs and design systems, in close collaboration with developers and stakeholders to create web app and mobile product designs for a crypto firm

- Created and maintained the design system for the web app crypto product Getmoni Discover.
- Modernized existing product designs based on user feedback.
- Collaborated with the development team to solve problems related to the new design of the product.
- Created wireframes and user flows for an undisclosed project.
- Delivered final designs for the undisclosed project.
- Finalized website designs for the Moni Talks project.

UX/UI DESIGNER at Chaos.com, Czech Republic January 2023 – January 2024

Working on several software projects from UX to final designs in a close collaboration with developers and stakeholders

- Created new UX/UI elements for the Corona renderer in 3Ds Max and Cinema 4D, improving the user experience and workflow for designers and artists.
- Developed a comprehensive Cinema 4D materials converter tool that seamlessly transforms 3D materials between Cinema 4D and Phoenix, significantly streamlining the material conversion process and reducing conversion time by 50%. This tool has been instrumental in enhancing the efficiency and compatibility of materials across various projects and platforms
- Developed and prototyped a web scoreboard for the Corona Benchmark increasing usability by 15%.
- Collaborated with developers team on various updates for Corona Renderer software
- Spearheaded end-to-end design process on AI project with a user-centered design approach
- Liaised with key stakeholders to gather requirements, refine product concepts, and ensure alignment with business goals.
- Leveraged collaboration with the Design team to enhance the Design system and provide new elements for use across all company products.

SENIOR UX/UI WEB DESIGNER Wrike.com, Czech Republic

October 2020 – December 2022

Support Wrike’s system across al web products and portals by innovating multiple internal tools for design and user experience. Increasing

UX/UI WEB DESIGNER Uchi.ru

March 2017 – April 2018

Refined user experience (UX) design by ensuring visual cohesion, engineering efficiency through user testing , and providing seamless, intuitive solutions for the product.

PROJECT EXPERIENCE

UX/UI DESIGNER Smartlabs.tv

February 2020 – October 2020

Transformed business requirements into conceptual designs, creating an attractive, easy-to-navigate user interface across platforms.

UX/UI DESIGNER Bizintex, Full-time contractor

January 2019 – January 2020

- Proficient in usability testing, prototype development, and design flaw identification.

SENIOR UX/UI DESIGNER Bitsgap, Full-time contractor

January 2025 – March 2025

- Proficient in usability testing, prototype development, and design flaw identification.
- Implemented design improvements across multiple applications, reducing usability issues by 20% and enhancing user satisfaction by 15%.
- Demonstrated a strong commitment to user-centered design principles through rigorous heuristic evaluations.

EDUCATION & PROFESSIONAL DEVELOPMENT

Further professional Education. Art & Design | British High School of Art and Design
Google Course Certificate: Foundations of UX Design | Coursera
Bachelor's Degree in Linguistics | Synergy University

LANGUAGES

English | Fluent, professional, written & spoken
Russian | Native
Ukrainian | Basic (Technically native but it’s complicated)
Italian | Elementary, written & spoken

KEY EXPERTISE

User Experience Design	User Research & Interviews	Usability testing
Product design	Wireframing & Prototyping	Web Design

TECHNICAL SKILLS

Figma, Adobe Suite, HTML/CSS, Javascript, Webflow, Python, ChatGPT

ADDITIONAL

Italian Work and live permission. I have a company and tax number in Italy so I’m able to work as a contractor.

INTERESTS

Design, Crypto Formula-1, Digital art, Traveling, History of Europe countries, Tabletop and video games