

Anton Divnich

Senior Product Designer / UX/UI Designer | Fintech, Trading, Crypto & Sports Betting UX

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PROFESSIONAL SUMMARY

Senior UX/UI and product designer with 7+ years building high-impact fintech, trading, and crypto/Web3 interfaces, including CFTC-regulated prediction markets. Skilled at translating complex domains — prop trading, crypto exchanges, betting/prediction markets, order books, and risk — into intuitive, accessible user experiences. Experienced across the full product cycle from research and competitor analysis to design systems, production UI, and design-to-dev handoff.

CORE SKILLS

Design: UX/UI Design, Product Design, Design Systems, Interaction Design, Information Architecture, Wireframing, Prototyping, Web & Mobile UI, Accessibility, Design Tokens, UX Copywriting

Research: UX Research, Usability Testing, Heuristic Evaluation, Competitor Analysis, User Feedback Analysis, Hotjar Analytics

Domains: Fintech, Trading Platforms, Prop Trading, Crypto Exchanges, Web3, Prediction Markets, Event Trading, CFTC-Regulated Markets, Payments

Tools: Figma, Adobe Creative Suite, Webflow, HTML/CSS, JavaScript, Python, Jira, Confluence

PROFESSIONAL EXPERIENCE

Senior Product Designer / UX/UI Designer — ProphetX (*CFTC-regulated prediction market / crypto sports exchange*) · Remote, contractor Jan 2026 – Jun 2026

- Designed product UX for a CFTC-regulated prediction market and crypto sports exchange, covering parlay flows, betting/trade-slip interactions, market discovery, and confirmation and post-bet states.
- Conducted competitor research across Kalshi, FanDuel, BetBoom, Parimatch, and other sportsbook / prediction-market products to identify UX patterns, friction points, and product opportunities.
- Translated complex betting and exchange mechanics — odds, liquidity, matched/unmatched bets, order states, and parlay pricing — into clearer flows and UI concepts.
- Created structured UX documentation in Confluence covering baseline metrics, measurement gaps, user-facing problems, competitor insights, and recommended product actions.
- Designed shareable bet-slip / payslip concepts for post-bet sharing and engagement, and produced support/helpdesk visuals aligned with the product direction.

Senior (Lead) UX/UI Designer — Finotive Group Remote, contractor Jan 2025 – Dec 2025

- Led the redesign of Finotive Funding's proprietary prop-trading platform, focusing on risk management, trading analytics, and performance tracking.
- Defined the product UX architecture for the Risk Calculator, Dashboard, and Statistics modules.
- Built and maintained the Finotive Design System (tokens, typography, components).
- Aligned the interface with MetaTrader standards while improving accessibility and consistency.
- Designed core features including Notional Volume tracking, Strike Counter, Risk Tiles, and Scaling Rules.
- Wrote UX copy and tooltips translating complex trading logic into simple terms.
- Ran Hotjar analysis and user feedback to identify usability pain points and improve feature adoption, and conducted iterative UI/UX audits with developers to ensure production quality.

Senior UX/UI Designer — **Bitsgap** (*crypto trading automation*) · Remote, contractor Jan 2025 – Mar 2025

- Identified and documented usability issues across crypto trading workflows, then translated findings into interface improvements and prototype updates.
- Conducted usability testing and heuristic evaluations grounded in user-centered design.

Senior UX/UI Designer — **Getmoni.io** (*crypto*) · Remote, contractor Feb 2024 – Nov 2024

- Designed web and mobile products for a crypto firm, from wireframes and user flows to final UI and design systems, in close collaboration with developers and stakeholders.
- Created and maintained the design system for the crypto web app Getmoni Discover.
- Modernized existing product designs based on user feedback and partnered with developers to solve design-implementation problems.

UX/UI Designer — **Chaos.com** *On-site, full-time* Jan 2023 – Jan 2024

- Designed new UX/UI for the Corona renderer in 3ds Max and Cinema 4D, improving workflow for designers and artists.
- Built a comprehensive Cinema 4D materials converter tool (Cinema 4D ↔ Phoenix), reducing material conversion time by 50%.
- Led the end-to-end design process on an AI project with a user-centered approach.

Senior UX/UI Web Designer — **Wrike.com** *On-site, full-time* Oct 2020 – Dec 2022

- Designed and improved high-traffic web experiences, internal design tools, landing pages, and product-related web interfaces across Wrike's ecosystem.
- Maintained and extended scalable UX/UI patterns and design-system components across multiple web properties and portals.
- Collaborated with product, marketing, design, and engineering teams to keep the web experience consistent at scale.

UX/UI Designer — **Bizintex** *Full-time contractor* Jan 2019 – Jan 2020

- Conducted usability testing, prototype development, and design-flaw identification across product interfaces.

EDUCATION & PROFESSIONAL DEVELOPMENT

- Bachelor's Degree — Synergy University
- Foundations of UX Design, Certificate — Google (Coursera)
- Professional Education, Art & Design — British Higher School of Art and Design

LANGUAGES

English — Fluent (professional, written & spoken) • Russian — Native • Ukrainian — Basic • Italian — Elementary

ADDITIONAL

Legal status: Self-employed (Lavoro Autonomo, Italy)