

Anton Divnich

Senior Product Designer | Fintech, Trading & Complex B2B Products

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SUMMARY

Senior Product Designer with 6+ years of experience designing fintech, trading, crypto and complex B2B products. I translate dense business logic, data-heavy workflows and technical constraints into clear user journeys and production-ready interfaces. Experienced across the full product design cycle: discovery, UX architecture, design systems, developer handoff and design QA.

CORE SKILLS

Product Strategy • UX Architecture • Complex Workflows • Data-Heavy Interfaces • Design Systems • Interaction Design • Figma • Prototyping • User Research • Usability Testing • Developer Handoff • Design QA • AI-assisted Prototyping & Automation

PROFESSIONAL EXPERIENCE

ProphetX | Product Designer • Contract • Jan 2026 - Jun 2026

CFTC-regulated US prediction-market platform

- Designed core product flows for market discovery, parlay building, trade entry, confirmation and trade outcomes.
- Worked across 10+ product sections for web and mobile, developing scalable interaction patterns and production-ready UI.
- Translated complex exchange mechanics, including odds, liquidity, matched and unmatched orders, order states and parlay pricing, into clear flows for new users.
- Proposed and designed conversion-focused UX improvements, including conflict prevention in the parlay builder and clearer odds-change states in the trade slip.
- Created structured UX documentation in Confluence covering problem definitions, baseline metrics and competitor research across Kalshi, FanDuel and other platforms.

Finotive Group | Product Designer • Part-time Contract • Jan 2025 - Dec 2025

Finotive Funding, prop-trading platform

- Led product design across the firm's prop-trading platform, focusing on risk management, trading analytics and performance tracking.
- Built and maintained the platform design system from scratch: tokens, typography and reusable components.
- Defined UX architecture for the Risk Calculator, Dashboard and Statistics modules; aligned interaction patterns with MetaTrader conventions traders already know.
- Designed core features including Notional Volume tracking, Strike Counter, Risk Tiles and Scaling Rules.
- Prioritized improvements from Hotjar analysis and user feedback; wrote UX copy translating trading logic into plain terms; ran design QA with engineering through to production.

Getmoni | Product Designer • Contract • Feb 2024 - Dec 2024

Consumer crypto web & mobile app

- Built and owned the Getmoni Discover design system, from foundational tokens to production-ready components.
- Designed web and mobile product surfaces end-to-end: wireframes, flows, final UI.
- Modernized legacy screens from user feedback and closed design-implementation gaps directly with developers.

Chaos | UX/UI Designer • Full-time • Jan 2023 - Jan 2024

Corona renderer, 3ds Max & Cinema 4D

- Designed new UX for the Corona renderer in 3ds Max and Cinema 4D, streamlining daily workflows for artists and designers.
- Designed a Cinema 4D ↔ Phoenix materials converter that cut material conversion time by 50%.
- Led end-to-end design for an experimental AI-assisted feature, from user research and concept validation to production-ready UI.

Wrike | Senior UX/UI Web Designer • Full-time • Oct 2020 - Dec 2022

B2B SaaS, work-management platform

- Designed and maintained reusable UX patterns and design-system components across Wrike's global web properties, supporting product, marketing and localisation workflows.
- Designed high-traffic web experiences and internal tools used across the content production workflow.
- Partnered with product, marketing and engineering to maintain consistency from concept through implementation.

SELECTED PROJECTS

- Built a Python job-market intelligence pipeline integrating Greenhouse, Lever and Ashby APIs, with automated geo-fit classification and a 100+ case test suite.
- Built and deployed a Python prediction-market analysis tool for Polymarket that compares live market prices with external reference odds, applies configurable risk filters and automatically blocks unstable or historically weak signal classes.
- Designed and prototyped Educational Trading Telegram App, a gamified Telegram Mini App that translates complex trading concepts into clear, mobile-first learning flows.

EDUCATION

British Higher School of Art and Design - Professional Education, Concept Design

Synergy University - Bachelor's Degree

LANGUAGES

English - Professional working proficiency • Russian - Native • Italian - Basic (A1)

ADDITIONAL

Available for B2B contracts via Italian Partita IVA (EU-based).