

# Anton Divnich

## Senior Product Designer | Fintech, Trading & Complex B2B

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antondivnich.com | linkedin.com/in/anton-divnich | EU-based B2B contracts via Italian Partita IVA

### SUMMARY

Senior Product Designer with 6+ years across fintech, trading, prediction markets, crypto and B2B SaaS. Own end-to-end design from discovery and UX architecture to design systems, handoff and QA. Combine data-heavy product design with AI-assisted prototyping, Python tools and automation.

### CORE SKILLS

Figma | Design systems and tokens | shadcn/ui | Claude Design | Claude Code | AI-assisted prototyping | Complex workflows | Data visualization | Interaction design | User research | A/B testing | Developer handoff | Design QA

### PROFESSIONAL EXPERIENCE

#### i5 Controls | Product Designer, Contract | Jul 2026 - Present

Industrial B2B software for data acquisition (DAQ) and control

- Design configuration and operating workflows for workspaces, runtime, sequences, limits, variables, data and logs.
- Translate custom instrument setup, alarm logic and P&ID interactions into Figma screens and reusable components.
- Document flows for developer handoff; resolve interaction states and consistency issues through design QA.

#### ProphetX | Product Designer, Contract | Jan 2026 - Jun 2026

CFTC-regulated US prediction-market platform

- Designed web and mobile experiences across 10+ product sections, from market discovery and parlay building to trade entry, confirmation and outcomes.
- Translated liquidity, matched/unmatched orders and parlay pricing into clear interactions; designed conflict prevention and odds-change states in the trade slip.

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

Finotive Funding | Prop trading, risk management and trading analytics

- Led platform product design; built and evolved the design system with tokens, typography and reusable components.
- Defined Risk Calculator, Dashboard and Statistics UX using MetaTrader conventions; designed Notional Volume, Strike Counter and Scaling Rules.
- Prioritized fixes from Hotjar and user feedback; partnered with engineering on design QA through production.

#### Getmoni | Product Designer, Contract | Feb 2024 - Dec 2024

Consumer crypto web and mobile app

- Owned the Getmoni Discover design system and end-to-end web/mobile design; modernized legacy screens from user feedback and resolved implementation gaps with developers.

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

Corona renderer | Technical software for 3ds Max and Cinema 4D

- Designed a Cinema 4D / Phoenix materials converter that reduced material conversion time by 50%.
- Owned UX and final UI for a six-month AI exploration at Chaos/Cylindo; the project was frozen before launch.

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

B2B SaaS work-management platform

- Designed global web experiences, reusable components and internal content tools; conducted A/B tests in collaboration with product, marketing and engineering.

### SELECTED TECHNICAL PROJECTS

- Job-market intelligence: built a Python pipeline integrating Greenhouse, Lever and Ashby APIs, automated geographic-fit classification and a 100+ case test suite.
- Technical prototyping: used shadcn/ui in 3+ projects; built Webflow personal/project sites and deployed a Python prediction-market analysis tool with configurable risk filters.

### EDUCATION

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

Synergy University - Bachelor's Degree

### LANGUAGES

English - Advanced (C1) | Russian - Native | Italian - Basic (A1)