

# Dzmitry Kalesnikau

Product Designer

## CONTACT

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## ABOUT

**8+ years** of experience in leading **end-to-end product design**. Passionate about data-driven and collaborative approach. Specialize in designing products that **assist users in handling complex** tasks.

## EXPERIENCE

- **Lead Product Designer**  
**Valve** Startup  
Oct 2022 - Current  
Online marketplace for flexible office spaces. It works like an airbnb for corporate real estate.
  - As Lead Product Designer, managed and mentored a design team of three individuals, fostering their professional growth and development.
  - Spearheaded the creation and testing of raw products, exploring new potential revenue streams for the startup.
  - Leveraged expertise in product design to guide the team in ideation and prototyping, resulting in innovative and market-ready concepts.
  - Successfully translated high-level business goals into actionable design strategies, contributing to the company's overall growth and success.
  - Developed a lean and collaborative design approach, fostering a culture of experimentation and learning within the team.
- **Principal Product Designer**  
**SmallTalk2.me** Startup  
Oct 2021 - Feb 2023  
B2B/B2C. EdTech platform, AI-powered, that helps users practice and evaluate English speaking skills
  - Led a design team of three people, guiding them in creating compelling and user-centric product designs.
  - Drove the end-to-end design process for a language proficiency assessment and exam preparation platform, resulting in a highly engaging and effective user interface.
  - Conducted data-driven experiments and utilized metrics analysis to identify pain points and optimize user flows, leading to a significant increase in customer retention.
  - Played a key role in the product's transformation, turning it from a low-earning startup into a profitable venture with monthly revenues of \$5000.
  - Collaborated closely with the product development team to prioritize features and improvements based on user feedback and market demands.
- **UX Designer**  
**Wargaming**  
May 2021 - Oct 2022  
A large European gamedev company. Worked in a team specializing in development of game infrastructure support services.
  - Led design efforts for several major game development and infrastructure support products, ensuring seamless user experiences and intuitive interfaces.
  - Successfully developed two products from ideation to production, earning positive reviews from both internal stakeholders and external users.
  - Introduced and implemented new design methodologies and collaborative techniques within the team, enhancing overall efficiency and creativity.
  - Contributed to a culture of innovation by encouraging and supporting experimentation with novel ideas and concepts.
  - Recognized for exceptional leadership and mentorship skills, nurturing the growth of junior team members and fostering a productive work environment.
- **UX/UI Designer**  
**NetCracker**  
May 2019 - May 2021  
Enterprise, B2B, Telecom. Worked in a team specializing in products designed to support engineering infrastructure in telecomm
  - Developed innovative products and development tools tailored to the telecommunications industry's complex needs.
  - Successfully created "billops," a cutting-edge service automating billing processes for UNIX engineers, which gained widespread adoption among major companies like T-mobile, Rakuten, AT&T, and others.
  - Played a key role in enhancing user experience and interface design for existing products, resulting in improved customer satisfaction and retention.
  - Collaborated with cross-functional teams to deliver high-quality software products on schedule, meeting strict industry standards and requirements.
  - Received recognition for creative problem-solving skills and contributions to streamlining internal design and development processes.
- **UX/UI Designer**  
**Upwork / Freelance**  
May 2013 - May 2019  
Work in a freelance team on web pages, mobile applications and e-commerce sites

## EDUCATION

**B.S. Computer Science**  
Brest State Technical University.  
May 2012 - May 2017

## SKILLS

**Process**  
Design Thinking, JTBD, Brainstorm facilitation, Lean UX, Prioritisation, Rapid Prototyping, Design Systems, Design Sprints, Iteration, Usability Studies, Accessibility Design, User Research, Competitive Analysis, User Stories, Job stories.

**Tools**  
Sketch, Figma, Maze, Amplitude, InVision, Protopie.