



Aleksandr Mukhin

UX/UI Designer

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[Portfolio](#)

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Summary

Product/UX Designer with over three years of experience, specializing in B2B SaaS and CRM. Skilled in user research (interviews, card sorting, heuristic evaluation), wireframing and rapid prototyping in Figma, usability testing (SUS, task success, time-on-task), A/B testing, and building scalable design systems

Skills

UX	UI	Information Architecture	Responsive Design	Prototyping	User Experience Research	Design system	User Experience
Wireframing	Graphic Design	Interaction design	Heuristic Evaluation	Accessibility	Usability Testing	Journey Mapping	

Experience (Last 3 places)

Webflow Developer / Web Designer — [Embacy](#) | Oct 2024 – Present · Part-time

- End-to-end delivery:** built responsive websites in Webflow from Figma specs; typical Lighthouse 90+ (Performance/SEO/Best Practices) with ally baseline and SEO fundamentals (structured content, meta, clean markup). Launched 10+ startup sites/LPs.
- Design ownership when needed:** stepped in as the UI designer on resource-constrained projects (wireframes → hi-fi) to keep timelines on track. Evolved the UI kit and mapped semantic color tokens, enabling a scalable dark theme with minimal overrides.
- Feasibility consulting:** partnered with designers to align concepts with Webflow/CSS/JS capabilities, validated performance-safe interactions, and provided implementation guidelines — streamlining design-to-development collaboration.

UX/UI Designer — [Monks](#) | Dec 2024 – May 2025 · Internship

- Led a research-informed redesign** of Persona.Flow focusing on transparency & interpretability (Double-Diamond + Value-Sensitive Design). Ran 6 evaluation stages with N=39 (card sorting, corridor tests, think-aloud, task scenarios, A/B, final validation).
- Shipped transparency patterns:** provenance cues, insight/accuracy banners, progressive disclosure, standardised dashboards (List/Group/Insights/Saved) and comparison views (heatmap, radar). A/B tests: clarity +1.9–+2.2, trust +0.9–+1.4, with fewer errors and faster tasks
- Partnered with creative technologists** to define data rules that make insights interpretable: embedded short statements (MiniLM) + k-means with silhouette/ARI checks; supermajority thresholds to label Facts (≥75%) vs Assumptions (≥50%); kept negative statements visible but flagged
- Documented specs and handoff in Figma;** deferred LLM automation and defined guardrails until interpretability safeguards were in place

UX/UI Designer — [Kommo](#) | Mar 2024 – Oct 2024 · Full-time

- Product UX.** Worked on improving CRM flows in Figma; SUS 65→80, -15–30% avg. task time
- Design System.** Worked on DS: Figma Variables / Design Tokens, Component Library (modal windows, notification banners).
- Research & Testing.** Identified inconsistent upgrade patterns; analyzed ~110 plan-related support tickets/month with PM; explored 5 UI approaches and introduced plan color-coding. Validated via 3 hallway tests + A/B: users identified the required plan ~40% faster.
- Delivery within constraints.** Proposed a minimal-change implementation (reusing existing CSS classes + a lightweight wrapper) to fit the current architecture and reduce dev risk; collaborated daily with frontend and PM.

Soft skills

Empathy	Communication	Attention-to-details	Collaboration
Problem-solving	Open-mindedness	Time-management	

Tools

Figma	Sketch	Miro	VS Code	Adobe CC (Ps, Il, Ae, Id)		
HTML	CSS	Webflow	JIRA	Notion	Framer	AI

Education

Web designer for usability, UX designer Design foundation Feb 2023 – Jun 2023	Master's degree in Data driven design HU University of Applied Sciences Utrecht 2024–2025 (completed)
Ultimate Figma Masterclass Designership by Michael Wong Sep 2022 – Jan 2023	Bachelor's degree in advertising and public relations Peoples' Friendship University of Russia

Languages

English – B2 (IELTS certificate)
Russian (Native)
Spanish – A2