

Nikita Sakharov

Product Designer, New York City

+1 (646) 305 84 62

Links

[LinkedIn](#) • [Portfolio](#) • sakharov.hx@gmail.com

Description

Product Designer with 6 years of experience in creating and scaling products for 9.5 thousand business clients worldwide.

My specialty is making the complex simple and efficient. Under my leadership, a team of 3 designers and 10 developers created an effective system for managing a betting service, which includes 20 modules and 524 sections, continuously expanding.

As the leader of a design team at an international company with a presence in more than 12 markets, I manage not only to change the appearance of the product but also to rethink business processes, methods, and approaches to design.

My passion for innovative design, combined with strategic user research, enables the creation of exceptional user experiences, especially in a startup environment where flexibility and quick decision-making are required.

Fon.bet

Dec. 2022 -
Present

Lead Designer

Over the past year at my current company, I have reorganized the design process, reducing development costs. I transitioned our design system to tokens and optimized the development process. I expanded the team by hiring three designers and planned to hire two more next year, considering the rapidly growing demand for our team. I implemented a competency map and other tools to enhance efficiency. I actively train employees to develop professional skills and manage an internal blog about design.

Fon.bet

Apr. 2021 -
Dec. 2022

Product designer

During my time as the sole product designer, I developed a design system from scratch and integrated the main components into Storybook. I redesigned six key modules, including the general navigation, doubling employee efficiency. Throughout the process, I utilized benchmark analysis, secondary research, usability testing, and user interviews, which I conducted personally.

Sber

Sep. 2020 -
Apr. 2021

Senior designer

At Sber, I had the opportunity to work in the gamification lab until the project was closed. It was an amazing experience. During my time there, I created detailed interactive prototypes for an educational platform. I had the chance to work with interface micro-animations and 3D graphics, as well as organize the layouts and components of the module.

Education**UX/UI Design**

[British Higher School of Art and Design](#)

Russian State University of Justice under the Ministry of Justice of the Russian Federation

Legal Support of National Security

Additionally**Ingria Business Incubator**

Resident Consultant for UX/UI

Skills**Design Tools**

Figma, Adobe Creative Suite (XD, Photoshop, Illustrator, After Effects), Notion, Miro, Jira, Confluence, AI (prototyping & research), HTML/CSS.

Product Design Skills

Product Thinking, Product Development, User research, Market research, Design Systems, Accessibility, Wireframing,

Prototyping, Visual Design, Interaction Design,
Design-to-Development Handoff, UI Design.

People management

Coaching & Mentoring, Stakeholder Management,
Leadership, Communication, and Human Resources.

Research & Testing

User Interviews, Surveys, Usability Testing, A/B Testing,
Accessibility testing, Persona Development, User Stories,
User Story Mapping, UX Research, User Flows, User
Interaction.