

PROFESSIONAL SUMMARY

Product Designer and Design Lead with 10 years of experience designing digital products from concept to production. Combines UX/UI, product strategy, design systems, and AI-assisted workflows to simplify complex systems and create scalable product experiences. Experienced across B2B SaaS, EdTech, AI-powered products, customer experience, travel, marketplaces, and advertising technology.

CORE SKILLS

Product design • UX/UI design • UX strategy • Interaction design • User journeys • Information architecture • Product discovery • Design systems • Prototyping • Responsive web • Mobile design • Dashboard UX • SaaS • Marketplace UX • Accessibility • Design leadership • Stakeholder collaboration • AI-assisted product design • Design-to-code • Figma

PROFESSIONAL EXPERIENCE

PEAK VENTURES

Product Designer | 2024–Present

- Own product and UX/UI design across B2B advertising and publisher platforms.
- Design dashboards, content tools, offer management, publishing, automation, and monetization workflows.
- Turn complex business and technical requirements into clear, scalable product experiences.
- Create reusable UI patterns, design systems, and configurable components across multiple products.

LINGU

Team Lead | 2019–Present

- Lead product and UX/UI design across Lingu’s digital learning ecosystem.
- Design student and teacher experiences across learning paths, live classes, assignments, tests, content, and progress tracking.
- Create scalable UX patterns and design systems across multiple products.
- Simplify complex learning journeys for students, teachers, and administrators.
- Work closely with product stakeholders and developers from concept through implementation.

SCREVER

Product designer | 2020–2024, 2026

- Designed Screver’s product experience from the ground up as the primary product designer.
- Led UX/UI across survey creation, distribution, dashboards, reporting, analytics, and insight-management workflows.
- Built and evolved the product design system as the platform grew.
- Designed multilingual, interactive, and AI-enhanced product experiences.
- Worked directly with stakeholders and developers through multiple product iterations.
- Designed and refreshed the company website alongside the evolving brand.

CAPPTOO

Lead designer | 2020–2024

- Led UX/UI and digital design across multiple client accounts, products, websites, and campaigns.
- Shaped product and visual direction across SaaS, healthcare, travel, education, and customer experience.
- Worked from early discovery and concepts through UX, UI, design systems, and implementation.
- Partnered directly with clients, product teams, developers, and marketers throughout delivery.
- Contributed to pitches, new business concepts, and client presentations while maintaining design quality across projects.

CRISP STUDIO

Lead UX/UI designer | 2017–2024

- Led product and UX/UI design for international clients across SaaS, EdTech, travel, pharma, and marketplaces.
- Owned projects from requirements and early concepts through final UI and implementation.
- Translated business needs into user flows, prototypes, interfaces, and scalable design systems.
- Worked directly with founders and stakeholders to define product direction.
- Presented concepts and design rationale to clients and development teams.

LANGUAGES

English — B2, Upper-intermediate
Ukrainian — Native

EDUCATION

Ukrainian Academy of Banking of the National Bank of Ukraine | 2011-2017
Master’s Degree in Bank Marketing and Management
Bachelor’s Degree in Economic Cybernetics