

PROFILE SUMMARY

- Product Designer with 6+ years of experience in consumer mobile products and 8+ years across digital and visual design. Experienced in designing dating, social networking, and music streaming products, with a focus on end-to-end product design, UX/UI, and design systems.
- Strong visual design and UI craft background combined with hands-on experience in product discovery, user flows, prototyping in Figma, and design systems for consumer mobile products.

TECHNICAL SKILLS

Discovery & Research:	User Research, Competitor Analysis, User Feedback Analysis, Product Discovery
Product Thinking & Strategy:	Product Discovery, Feature Prioritization, Hypothesis Validation, Product Strategy, Cross-functional Collaboration
Interaction Design & Flows:	User Flows, Information Architecture, Interaction Design, Mobile UX, iOS and Android Design Patterns
Prototyping & Validation:	Figma, Interactive Prototypes, Wireframing, Design Exploration, Concept Validation
Visual & UI Design:	Visual Design, UI Design, Art Direction, Typography, Responsive Design, Motion Design, Micro-interactions
Design Systems & Components:	Design Systems, Component Libraries, Design Tokens, Figma Variables, Auto Layout, Shared Components
Experimentation & Analytics	User Feedback Analysis, Data-informed Design Decisions
Collaboration & Delivery:	Cross-functional Collaboration, Design Reviews, Developer Handoff, Product Team Partnership
Credentials & Frameworks:	Design Thinking, Lean UX, JTBD

WORK EXPERIENCE

Mamba	Product Designer	Remote • 2025 – Present
• Designed key user flows and product features for a dating platform with 70M+ registered users, focusing on discovery, communication, and user engagement. • Worked closely with product managers and analysts to shape new features and improve existing experiences, using user feedback, business requirements, and product goals to guide design decisions. • Designed and improved user experiences across discovery, profile, engagement, and monetization features, including compatibility experiences, profile improvements, promotional mechanics, and native advertising formats. • Audited existing user journeys across profile, engagement, and discovery flows, identifying UX issues and redesigning key experiences to reduce complexity and improve clarity for users. • Created wireframes, interactive prototypes, and high-fidelity UI designs, collaborating closely with designers and engineers throughout the product development process.		

Freelance

Product Designer

Remote • 2024 – 2025

- Worked independently with consumer mobile clients on UX/UI design projects

Beeline

Product Designer

Remote • 2021 – 2024

- Contributed to the redesign of Beeline Music, a music streaming product, as part of a company-wide rebrand, improving navigation, user flows, and the overall product experience.
- Led the redesign of the product UI library following a major brand refresh, rebuilding components, patterns, and documentation in Figma to support a consistent user experience.
- Redesigned core product experiences as part of a company-wide rebrand, rebuilding existing screens on a new UI system while improving navigation, user flows, and overall usability.
- Partnered closely with product managers and engineers to define solutions for product challenges, researching user needs, exploring design approaches, and balancing user experience with technical constraints.
- Designed new product experiences including personalized music recommendations, podcasts, and concerts, defining interaction patterns and user journeys to support content discovery and long-term engagement.

Pure

Product Designer

Remote • 2020 – 2021

- Designed UX and UI for an international dating product, contributing to feed redesign, new feature development, and user experience improvements across the core product.
- Designed the end-to-end UX for King of the Hill, a key monetization feature in Pure, collaborating with a cross-functional team from concept to launch and contributing to a 27% increase in subscription renewal rate.
- Led the end-to-end design of Pure Journal (0→1), defining its information architecture, navigation, UX, and visual direction from concept to launch.
- Created visual concepts, interaction patterns, and motion prototypes for new product features, defining creative direction in collaboration with graphic designers and engineers.
- Partnered closely with analysts and product stakeholders to translate user insights, behavioral data, and product opportunities into new features and UX improvements.

EDUCATION

Moscow Region State University	Bachelor's Degree in Fine Arts and Design	Moscow, Russia • 2004 – 2009
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ADDITIONAL EDUCATION

Bang Bang Education	UX Design	Moscow, Russia • 2019
British Higher School of Art and Design	Mobile App Design	Moscow, Russia • 2018–2019
British Higher School of Art and Design	Type & Typography	Moscow, Russia • 2011–2012