

PERSONAL STATEMENT

For 10 years I've designed products where the problem space is genuinely hard: a blockchain wallet that became the main interface for one of the world's top crypto networks, tools that run entire companies, platforms where the wrong design decision costs real money.

I came from engineering - CS degree, worked as a developer. That changes how I think about design. Since 2021 I've led the design team at Serokell - direction, quality, people.

WORK EXPERIENCE

Aug 2022 - Apr 2026

Senior Product Designer

Wooga

NCT: replaced Google Sheets for writers, game designers, localization, and QA; designed content creation, review, and localization workflows from scratch

Koson: took over developer-built LiveOps config system; led discovery, redesigned bulk editing, pre-production validation, and segmentation

Also contributed UX to June's Journey - Wooga's flagship game with 10M+ downloads

Jan 2021 - present

Creative Director

Serokell

Built the design function from scratch; led design across client portfolio and internal products, mentored designers

FOAM (~20% test completion time), Edna (pharma data analysis), Pont (internal ops), Metafide (Telegram Mini App on TON)

Aug 2016 - May 2022

UI/UX Designer

IOHK | Daedalus

Sole designer on Daedalus - Cardano's official full-node wallet - for 6 years; owned full design process from research to delivery and QA

Shipped: paper wallets, staking delegation, community voting, token management, batch payments, theming, lite wallet - no prior design precedent in the space

Designed around rare desktop-first constraints: full blockchain sync, heavy local storage, trustless verification without third-party servers

Jun 2016 - Dec 2020

UI/UX Designer

Serokell

Designed blockchain wallets, explorers, and voting interfaces - including Agora, a decentralised governance platform

Built Ment (later Pont), an internal ops platform; worked full design process from wireframes to final UI alongside engineers

Nov 2015 - Jun 2016

UI/UX Designer

Botan Investments (Machine Learning Works)

Feb 2013 - Aug 2016

Mobile Developer (Java)

Yandex

May 2013 - Dec 2013

iOS Developer

Bower (Lapka)

Oct 2012 - Apr 2013

Frontend Developer

Printler.Pro

EDUCATION

2011 - 2015

ITMO University, St. Petersburg

Bachelor's degree, Computer Science

2015 - 2017

ITMO University, St. Petersburg

Master's degree, Computer Science

SKILLS

Design

- UX Research
- User Journey Mapping
- Wireframing
- Prototyping
- UI & Interaction Design
- Usability Testing
- Design Systems
- Developer Handoff

Tools

- Figma
- Claude Code
- Cursor
- Miro
- Adobe CC
- Jira

Development & Tech

- Python
- HTML
- CSS
- JavaScript
- Git

Process & Collaboration

- Agile / Scrum
- Cross-functional Collaboration
- Problem Solving
- Stakeholder Management

LANGUAGES

- Russian
- English
- Ukrainian
- German (B1)

HOBBIES AND INTERESTS

- Miniature Painting
- Board Games
- Cooking Chillli
- Standup Shows
- Photography
- Paw Patrol