



ANDRII KOLODIAZHENSKYI

UX/UI DESIGNER

BRASOV, ROMANIA

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TELEGRAM

LINKEDIN

ABOUT ME

8+ YEARS WITH DESIGN

PERSONAL

WEBSITE

WORK PROCESS

NOTION

BEST & COOL DESIGN FILE

FIGMA FILE

Product-focused UX/UI Designer with 8+ years of experience across web, SaaS, mobile app and CRM systems. Proven track record of delivering user-centered design solutions that improve product usability, increase user engagement, and drive business results. Strong expertise in complex interfaces, UX research, design systems, and cross-functional collaboration. Passionate about creating thoughtful, scalable, and intuitive user experiences.

I have experience as a mentor and Team Leader.

20+ landing pages

10+ web sites

9+ mobile apps

18+ Web services (SaaS, CRM)

WORK EXPERIENCE

PRODUCT AI DESIGN ENGINEER

WAYLY

from 02.2026 to present

Developed a mobile application for iOS and Android, along with a web platform, from concept to launch. Acquired 1,000+ active users and established a subscription model for monetization. Currently scaling and optimizing the product.

PRODUCT DESIGNER & AI DESIGN ENGINEER

STARTLEK

from 10.2024 to present

I'm building Startlek, a running events platform for Europe, America, and other markets, where runners discover races and organizers publish and manage their events in one place.

Product & UX. I own end-to-end product design for two audiences with opposite needs: runners scanning for their next race, and organizers running complex registration operations. Built user flows, IA, wireframes, and hi-fi UI in Figma. Impact: discovery stays simple for runners while organizers get the depth they need to manage real events without external tools.

Design system. Built and maintain the Startlek design system: components, tokens, typography, motion, and accessibility rules. Every feature ships through the system. Impact: visual consistency across the product and roughly 3x faster iteration on new screens, since I reuse instead of redesigning.

Frontend engineering. I code the product myself in Next.js, TypeScript, and Tailwind CSS. Impact: zero handoff loops, designs ship the same day they're finalized, and I can prototype interactions in real code instead of guessing in Figma.

Backend & data. Designed the database schema and built the backend on Supabase: PostgreSQL, Auth, Row-Level Security, Storage, and Edge Functions for notifications and transactional emails. Set up the aggregation pipeline that pulls races from external sources to seed the catalog. Impact: the platform launched with a populated event catalog instead of an empty marketplace, and RLS keeps organizer data isolated by default.

Product strategy. Ran competitive analysis across regional and global players, shaped the business model, and planned go-to-market per country. Impact: clear positioning against existing players and a prioritized roadmap based on what organizers and runners actually pay for, not what's easy to build.

UX/UI & PRODUCT DESIGNER

OUTSOURCE, FREELANCE, PART-TIME, FULL-TIME

from 07.2022 to present

- Designed responsive websites, dashboards, e-commerce platforms, and SaaS applications, CRM, SaaS, mobile apps.
- Collaborated with startups (Velio, NG), Titan Media, and creative agencies (UWP, Flying, Amprise).
- Led end-to-end product design, from research and wireframes to high-fidelity UI and developer handoff.
- Specialized in redesigning legacy systems to enhance usability and business outcomes.
- Conducted user research and validated hypotheses.
- Searched for and delegated designer responsibilities.
- Mentored designers for the company and held mentoring sessions.
- Mentored a team of designers.
- Conducted a UX audit of the service.

UX/UI DESIGNER

BASA SOLUTION

10.2025 - 03.2026

Led the end-to-end design of an enterprise platform for internal process management, redefining UX logic and interaction flows. Adapted and extended a design system, and delivered responsive designs across desktop and mobile in close collaboration with stakeholders.

UX/UI DESIGNER

RGB WEB STUDIO

08.2025 - 03.2026

- During cooperation I created:
- Website store for online products.
 - Landing page for a specialist.
 - Landing page for dental clinic.
 - Web service for astrology duties based on AI.
 - Hi-Fi wireframes for website.

MENTOR UX/UI

GENIUS SPACE

04.2023 - 01.11.2025

Conducting mentoring meetings with students.
Homework check.
Answers to students' questions.
Making suggestions and changes to the course program.
Thanks to me, the course program was refined and improved, which affected the quality of students' work and automated the process of checking homework.

UX/UI DESIGNER

DEVURAI

10.2023 - 08.2024

- Customized and improved internal design operations.
- Designed complex SaaS tools, dashboards, CRMs, and browser plugins for international clients.
- Led client communications and ensured alignment across product, dev, and design teams.

UX/UI DESIGNER

UWP AGENCY

11.2022 - 09.2023

- Directed full-scale website design for the agency and its clients.
- Oversaw all visual outputs: landing pages, marketing assets, imagery.
- Acted as design lead: delegated tasks, managed workflows, and hired junior designers.

GRAPHIC DESIGNER

GENESIS

from 04.2020 to 02.2021

- Created 1,200+ social media creatives for the Nebula mobile app marketing campaigns.
- Collaborated closely with product marketers and analysts to optimize visual performance.

GRAPHIC DESIGNER

FREELANCE

from 11.2018 to 2022

Cooperation with printing companies, small and medium businesses, micro-stocks and individuals.
Development of illustrations, logos, business cards, landing pages, photo processing and design of souvenirs to order.
I have experience of cooperation with poligraphs (creation of prints, banners, business cards, etc.), microstocks (similarist and illustrator).
Contract work with a marketing agency - development of visualizations for organizations (social networks, brand books, printing, infographics ...)

- illustrations
- infographics
- e-mail design
- presentations
- branding
- brandbook
- banners
- corporate identity
- logotypes
- printing products
- photo retush
- animations
- processing video

SKILLS

Usability Testing

UX Research

UI kit & Design Systems

User Flow

Prototyping

Lo-Fi & Hi-Fi Wireframing

UI Design

description for Developer

Mobile app

Interaction Design

AI tools

Claude

Figma Make

Graphic design

TOOLS

FIGMA

I create structured designs using components, variants, styles, variables, and tokens. I work with existing design systems and create my own. I produce interactive prototypes and organize working files.

NOTION, CLICKUP, TRELLO, SLACK....

I use these tools for organizing and managing projects, communicating with the team and clients.

FIGMA MAKE, GEMINI, CLAUDE.

Research & strategy. I use AI to run competitive analysis and market research fast, structuring raw findings into product decisions. Combined with PostHog, Clarity, and Vercel Analytics, it helps me read behavioral data, form hypotheses, and iterate designs on evidence rather than guesses.

Product specs. AI is my partner for building complex end-to-end specifications, data models, user roles, event aggregation pipelines, payment architecture, i18n structure, so the product logic is fully mapped before development starts. Design-to-code. This is the core of my AI-first workflow. I design in Figma, then ship production frontend with Claude Code (Next.js, TypeScript, Tailwind, shadcn/ui) and handle the backend (Supabase, Stripe Connect) through AI-assisted development. My toolkit spans Figma Make, Claude, Claude Code, V0, Lovable, Trae, and Pencil. This lets me take complex products from zero to release solo, pairing deep UX/UI craft with real implementation.

Content & comms. I generate multilingual content, landing copy, and SEO texts, plus freelance proposals and cover letters, cutting production time across several languages.

Technical optimization. AI supports GEO/AI-search optimization (llms.txt, JSON-LD schema, AI-crawler rules) and infrastructure fixes (egress limits, resource quotas, image optimization), keeping the product stable and visible. Result: a faster loop from idea to shipped product, evidence-based decisions, and the ability to build and run complex platforms end-to-end without a separate dev team.

LANGUAGES

UKRAINIAN

NATIVE

ENGLISH

B2/UPPER-INTERMEDIATE

EDUCATION

IVAN FRANKO STATE UNIVERSITY

HIGHER

from 2019 to 2022

Physical and mathematical, Zhytomyr

- design
- motion design
- video processing
- programming
- 3d
- web-programming
- computer structure
- teaching

ZHADK NTU

JUNIOR SPECIALIST

from 08.2014 to 06.2019

Zhytomyr Automobile and Road College NTU,

Mechanical Department, Mechanic.

- car technologic
- structure of the car
- car repair
- technical drawing

INTERREGIONAL ACADEMY OF PERSONNEL MANAGEMENT

MASTER

from 2022 to 2024

Design, Kyiv

- design
- motion design
- video processing

COURSES

CREATIVE PRACTICE

WEB DESIGN

05.2022 - 04.2022

CREATIVE PRACTICE

UX/UI DESIGN

from 03.2022 - 04.2022

GENIUS

WEB DESIGN

from 04.2022-05.2022

UXCEL

UX, UI, GRAPHIC DESIGN

from 06.2021