

Viktoria Volynets

CONTACT

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 [LinkedIn](#)

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Kyiv, Ukraine · Remote

CORE SKILLS

PRODUCT & UX

End-to-end ownership: discovery → design → launch → iteration, user flows, information architecture, user-centered design

DESIGN SYSTEMS

Figma (Auto Layout, Components, Variables), tokens, scalable systems, interactive prototyping

CROSS-FUNCTIONAL

Close collaboration with Product & Engineering, stakeholder presentations, developer handoff

TOOLS

Figma

FigJam

Maze

Useberry

Miro

Claude / Claude Code

Codex

Notion

WordPress

Jitter

EDUCATION

“Designer Boost” Mentorship

Product Design · Yulia Vlasenko · 2025

Projector Institute

Web Design · 2022

Cases Media · Integra School

Web design, composition, Webflow · 2022–2024

National Aviation University

BA, Journalism & Advertising · 2015–2019

PROFILE

Product designer with 3+ years of experience owning end-to-end UX across web and mobile — from discovery and product strategy to shipped, developer-ready UI.

I work closely with Product and Engineering, translate business goals into clear user flows, and build scalable design systems that let products grow without losing consistency.

Comfortable working independently and driving initiatives with minimal supervision, with an AI-accelerated workflow (Claude, Claude Code, Figma MCP) that speeds up research, prototyping, and iteration.

EXPERIENCE

Product Designer — Product Team

2025 – 2026

Fintech product (NDA) · Japanese market

- Owned the **end-to-end product experience** — core flows, dashboard, transaction management, admin panel, and onboarding — from discovery through launch.
- Built a **token-based design system** from scratch: components, variants, auto layout, documentation.
- Worked closely with **Product Managers and Engineers** throughout the lifecycle, from requirements to developer handoff and implementation support.
- Ran **usability testing**, formed hypotheses
- Designed and tested multiple homepage versions to improve positioning and messaging clarity.

UX/UI Designer — Freelance

2022 – Present

Service & digital products · web & mobile

- Owned design for multiple **consumer-facing products** end-to-end, from research to shipped UI.
- Built booking and editor-based interfaces with complex interaction logic.
- Ran UX research: user interviews, customer journey mapping (CJM), and user flows.
- Designed and shipped **landing pages** focused on conversion and clarity.

SELECTED GROWTH PROJECTS

Joyner — iOS Product, Sole Designer

end-to-end

Self-initiated and owned **end-to-end as the only designer**: research, UX, UI, design system, and developer handoff for a native iOS experience — using a Claude Code + Figma MCP workflow.