

YAROSLAVA DZIHIM

UI/UX & PRODUCT DESIGNER

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LINKS

behance.net/yaroslavadzihim

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Design system in Figma

TOOLS

- Figma & FigJam
- Adobe Photoshop & Illustrator
- After Effects & Premiere Pro
- Hotjar, Mouseflow, Maze (UX research)
- AI tools (ChatGPT, Claude, Figma AI)

UX

- User research & usability testing
- User flows & journey mapping
- Information architecture
- Wireframing & prototyping
- Conversion-focused design

UI

- High-fidelity UI design
- Design systems & components
- Typography & visual hierarchy
- Responsive / mobile-first
- Developer-ready handoff

LANGUAGES

English — Upper Intermediate
Russian — Fluent
Ukrainian — Fluent

PROFILE

UI/UX and product designer with 4 years' experience designing data-heavy web and product interfaces — dashboards, e-commerce, platforms and design systems. I focus on clear structure, strong hierarchy and turning complex flows into simple, usable ones. Looking to focus on product design for SaaS and fintech.

SELECTED PROJECTS

Property One — Design system for a property platform: **30+ documented components** with foundations, states and specs for clean developer handoff.

Inner Glow — Mental-health app with AI integration across **20+ screens**: conversational flows, AI feedback and human-in-the-loop confirmation states.

Decaar — B2B skincare e-commerce, **25+ pages**: collection and product pages, professional partner area, account portal and a guided consultation flow.

Offlight — Product platform for creative talent, **15+ screens**: directory with filtering, profiles and multi-step responsive registration.

KAMINO — Premium golf brand website: **brand-led product pages** with detailed specs, craftsmanship storytelling and a refined, high-end aesthetic.

WORK EXPERIENCE

UI/UX & Product Designer — Absolute Websites (Freelance)

12.2025 – Present

- Designed and shipped 6+ client websites and product interfaces — e-commerce, platforms and dashboards — from wireframes to high-fidelity UI.
- Rebuilt Decaar's 25+ page skincare store with clearer product pages and a guided consultation flow, streamlining the path from browse to purchase.
- Simplified complex journeys by mapping user flows and information architecture, cutting the number of steps to key actions.
- Built a reusable design system, speeding up design of new pages and giving developers a consistent, ready-to-build library.
- Delivered full site designs on tight timelines (~3–4 weeks), across projects including KAMINO, Andreas Dalitis and Sons, YARDS GROUP and Thallo.

UI/UX Designer — Freelance

10.2022 – Present

- Designed websites, landing pages and product interfaces for a range of clients.
- Conducted user research and turned user needs and pain points into clear, usable designs.
- Created wireframes, user flows and interactive prototypes for testing and developer handoff.
- Built the Property One design system with components, states and documentation.

UI/UX Designer — MH Development

10.2023 – 10.2025

- Designed Inner Glow, a mental-health app with AI integration, from user research and flows to high-fidelity UI across 20+ screens.
- Shaped how the AI communicates, gives feedback and confirms actions, keeping a sensitive experience calm and easy to follow.
- Streamlined onboarding into a few clear steps so users reach core features faster.
- Ran usability feedback sessions and iterated designs to improve completion of key flows.
- Collaborated with product managers and developers to define scope and ship features.

Lawyer — Regional Centre for Emergency Medical Aid

08.2020 – 09.2022

- Prepared and analysed legal documentation and represented the organisation in court — building the attention to detail, structured thinking and clarity in complex information I now apply to UX and product design.

EDUCATION

Master of Law — University of Customs and Finance · 2016 – 2022