

Aleksandr Kandyba

UI/UX Lead Designer, Product Designer
Wroclaw, Poland · Remote or Hybrid · Open to relocation

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Summary

Product designer and UI/UX Specialist with over 15 years of experience, helping businesses and startups transform business goals, user needs and technology into cohesive digital solutions. Skilled in building design systems, leading cross-functional teams and designing products from concept to launch. Experienced in interaction design, prototyping, animations and delivering scalable design solutions.

Proficient in collaborating with developers and stakeholders, improving design workflows and ensuring seamless handoff through a strong understanding of HTML and CSS. Background in mentorship, workshops and public speaking.

Professional Experience

Product Designer & Independent Consultant — AlexK.Digital

September 2023 — Present

- Delivered end-to-end product design for Web and Mobile startups and B2C SaaS, combining discovery, UX research, usability testing and high-fidelity prototyping to validate solutions and reduce product risks.
- Built and maintained scalable design systems, ensuring visual consistency, efficient developer handoff and faster time-to-market.
- Led stakeholder and cross-functional collaboration, aligning founders, product and engineering teams to ensure technical feasibility and high-quality implementation.

UI/UX Designer — EPAM

June 2022 — October 2023

- Optimized the user experience for an internal interview platform. Conducted UX research and usability testing that led to improved user satisfaction and clearer navigation.
- Designed a corporate hackathon platform for internal use, streamlining the idea submission and evaluation process for a company-wide audience.
- Partnered with Product Managers and BAs to translate business requirements into high-fidelity prototypes and production-ready features.
- Delivered design solutions within a distributed team environment, ensuring seamless communication and strict adherence to deadlines.

Product Designer — True Automation

February 2020 — May 2022

- Led the end-to-end design of an AI-based no-code automation tool from scratch, delivering a comprehensive and scalable design fully ready for technical implementation.
- Managed and mentored a team of designers, participated in the selection and hiring and established structured workflows for effective task setting and design quality control.
- Developed a comprehensive Design System, bridging the gap between design and development, which streamlined developer handoff and eliminated UI inconsistencies.
- Led cross-functional collaboration across Product, QA and Engineering, translating complex technical constraints into intuitive user flows while aligning product strategy with business goals and user needs.

UI/UX Design Teacher — Beetroot academy

June 2018 — March 2020

- Mentored diverse groups of students through intensive UI/UX courses, covering the full design lifecycle from Design Thinking to prototyping in Figma.
- Developed and delivered engaging workshops across multiple cities, helping students build portfolios that facilitated their transition into junior design roles.
- Updated curriculum to reflect current industry standards in typography, color theory and design tools.

UI/UX Designer — NDA Projects, Haymarket, QROK

2014 — 2020

- Led UX and UI strategy for web and mobile products across Fintech, Cryptocurrency, Pharmaceutical and Indoor Navigation domains.
- Delivered complex mobile and web UI/UX solutions, translating technical requirements into intuitive interfaces and enhancing engagement through motion and interaction design.
- Developed brand identity, promotional materials and marketing assets, maintaining strict visual consistency across digital and print touchpoints.
- Collaborated closely with Product Managers, Developers, Marketing and Support teams to translate business goals into intuitive, customer-centric interfaces.
- Oversaw strategic UX initiatives for applications, including digital wallets, exchanges and indoor navigation solutions, balancing technical feasibility and user goals.
- Optimized user onboarding and reduced support requests through thoughtful design solutions.

UI/UX Designer — Early Career

2006 — 2014

- Delivered user-centered UI/UX solutions for web products, B2C and SaaS platforms, including corporate websites, high-conversion web advertising and complex interface flows.
- Managed full design lifecycle and client collaboration, translating business and stakeholder requirements into scalable design solutions and maintaining visual consistency across multiple projects.
- Combined UI/UX design with front-end fundamentals (HTML/CSS), motion design and visual communication, creating brand identities, marketing materials and promotional assets.

Core Skills and Expertise

Product & UX Strategy: Product Strategy, Experience Design, User Research (Quantitative/Qualitative), A/B Testing, Information Architecture (IA), Usability Testing, Hypothesis Testing.

Visual & Interaction: Visual Design, Interaction Design, Wireframes, High-Fidelity Prototyping, Design Systems, Interface Animation, Accessibility (WCAG), Design System Governance.

Design Leadership & Ops: Design Leadership, Design Operations (DesignOps), Team Management, Building Processes, Hiring & Mentorship, Agile/Scrum Frameworks, Cross-functional Collaboration, Workshops.

Software & Technical: Figma, Adobe Creative Cloud (Photoshop, Illustrator, After Effects, Premiere), Principle, Frontend Fundamentals (HTML5, CSS3), Animation, Presentation & Public Speaking. Tool-agnostic and results-driven with a proven ability to efficiently implement and master new software as needed.