

# Vladimir Zhukov

Product, UX/UI Designer. Currently in Moscow, Russia

## About

I have 15+ years of experience designing digital services. I've worked both in startup environments and on large-scale corporate projects, combining the best practices of both worlds to deliver results.

My focus is on creating well-crafted user experiences: building user flows, information architecture, prototypes, and interfaces within design systems — or evolving those systems further. I'm also interested in CX, apply data-driven improvements, and use AI tools to enhance analysis and optimize workflows.

My strengths lie in bridging design and product strategy, fostering cross-team collaboration, and ensuring a consistent, seamless user experience.

## Experience

**Kama (Atom.auto)** Aug 2023 — Aug 2025

### UX/UI Designer (Service designer)

Design and development of an automotive infotainment system, an integrated digital content marketplace, and a companion mobile app for an electric vehicle.

- Built a dedicated in-car marketplace for add-ons and customizations;
- Established a consistent UX practice in an environment of high entropy and fragmented teams;
- Designed the interaction between the mobile app and the marketplace as part of the larger "car-cloud-mobile" ecosystem;
- Delivered investor-ready prototypes based on vague and incomplete requirements;
- Worked at the intersection of UX and product design: creating concepts, building UI, and shaping information and functional architecture;
- Helped the PO structure and prioritize the design backlog;
- Achieved 93% KPI on task delivery;
- Earned strong positive feedback from cross-functional teams, PO, analysts, and engineers;
- Recognized for improving accessibility, usability, process efficiency, and overall team empathy.

**RTLabs (Gosuslugi)** May 2022 — Aug 2023

### Senior Product Designer

Design of new services, improvement of existing ones, and landing pages for Gosuslugi, a nationwide government service platform.

- Simplified interaction patterns to make communication between citizens and state services more user-friendly and less bureaucratic;
- Balanced backend constraints with UX needs, extending the design system with new components;
- Delivered responsive, WCAG-compliant interfaces and consistent experiences across services;
- Positive feedback from analysts and PMs, with measurable gains in conversion and error handling.

**EPAM** Feb 2020 — May 2022

### **UX Designer**

Mission-critical internal service Time/Vacation/Calendars (used daily by 58,000+ employees across 25+ countries) — time tracking and project/resource planning.

- Increased the value of collected statistics;
- Optimized routine tasks for resource managers;
- Expanded functionality with new tools;
- Simplified core features and implemented WCAG accessibility checks;
- Received positive feedback from PO and related departments; user surveys confirmed higher efficiency with the updated layouts.

Federal project for the Russian Association of Motor Insurers (RSA) — improvement and enhancement of the nationwide web service for insurance companies.

- Designed new working modules and user flows;
- Coordinated and delegated tasks for a team of two designers and oversaw results;
- Quickly onboarded without requiring a knowledge transfer phase;
- Received positive feedback from the client, analysts, and developers.

**Kaspersky** Mar 2016 — Jan 2020

### **UX/UI Designer**

Design and development of desktop, mobile, and web products.

- Conducted user research and analysis: interviews, CJMs, personas, user stories;
- Validated hypotheses through prototyping and testing on interactive mockups;
- Introduced Figma as the primary design tool;
- Ensured effective cross-team collaboration with marketing, developers, and editors;
- Performed regular UX audits of new releases, improving usability and interface quality, confirmed by UI statistics;
- Recognized for constructive teamwork and problem-solving.

**AdWatch** Oct 2013 — Mar 2016

### **UX Designer**

UX design in an agency environment: fast-paced work across multiple short-term projects (mobile apps, services, websites, landing pages).

- Designed user flows and information architecture under tight deadlines;
- Conducted user interviews and research, building CJMs and personas;
- Created and tested prototypes to validate hypotheses before launch;
- Ensured consistency of solutions while collaborating with graphic designers, managers, analysts, and developers;
- Sharpened the ability to quickly immerse into new domains and adapt UX approaches to diverse projects;

**Acronis** Jun 2011 — Oct 2013

## **UI Designer**

UI/UX design within the large-scale enterprise project Acronis Backup & Recovery.

- Created pixel-perfect prototypes for multiple product modules and features, ensuring high implementation accuracy;
- Conducted UI reviews and improved interface consistency across the product;
- Collaborated with cross-functional teams, accelerating alignment and reducing rework;
- Strengthened skills in typography, prototyping, and teamwork, contributing to overall interface quality.

## **Skills**

Product discovery, UX writing, prototyping, Lean UX, JTBD, user research & interviews, personas, CJM (as is/to be), user flows, information architecture, CX, prototyping (lo-fi/hi-fi), hypothesis validation, data-driven UX, usability audits, accessibility (WCAG), DS, cross-functional collaboration, knowledge sharing.

## **Tools**

Figma (Auto-layout, Variants, Tokens), Protopie, basics — HTML/CSS, Photoshop/Illustrator, Lottie, Obsidian, Miro/Holst.so, AI/LLM, Vibecoding.

## **Side projects**

Figma plugins (Image Compressor, Find My Fonts), a prompt-management web service, Task/list manager for Android.

## **Languages**

Russian — native; English — Sufficient for reading documentation.

## **Contacts**

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