



# Denis Matveev

## Product & UX/UI Designer

Belgrade, Serbia

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### Summary

Product and UX/UI designer with 10+ years of experience designing mobile apps and web products. Strong in interaction design, user flows, prototyping, visual systems, and developer handoff. Experienced in remote collaboration with international teams and clients. Background in both design and software development helps bridge product thinking, user experience, and implementation constraints.

### Core Skills

- Product design
- Mobile, web and cross-platform application design
- User flows and information architecture
- Wireframing and prototyping
- Design systems
- User research, interviews, and feedback analysis
- Design handoff and developer collaboration
- Cross-cultural collaboration

## Professional Experience

### Jun 2024 – present

#### Product Designer (contract)

DASHKU PTE LTD, Remote

- Conducted user interviews and analyzed survey results and user feedback.
- Designed AI workflows for generating marketplace-ready ad and listing assets from a single product photo.
- Adapted product flows and content requirements to the Southeast Asian market.

### Dec 2012 – present

#### Independent Product & UX/UI Designer

Self-employed, Belgrade / Remote

- Design mobile and web products for clients and product teams, with a focus on user experience, interface systems, and end-to-end flows.
- Create wireframes, high-fidelity UI, interactive prototypes, and developer-ready design specifications.
- Collaborate remotely with developers, project managers, and stakeholders across international teams.
- Work on iOS and Android applications as well as web-based products.
- Adapt solutions to technical constraints, platform guidelines, and business goals.

#### Selected Client Engagements

- **Telleqt, Singapore** — Artacle web app, UX/UI Designer, 2023 – 2025
- **iHairium, USA** — iHairium mobile app, Product Designer, 2022 – 2024
- **Bogunov Inc., Japan** — Multiple client projects, UX/UI Designer, 2017 – 2026

Sep 2011 – Dec 2012

### **Leading Web Designer**

Infocom Holding, Krasnoyarsk, Russia

- Designed websites and digital interfaces for client projects.
- Worked closely with developers and project managers from concept to handoff.
- Helped translate business requirements into clear and usable interface solutions.

2005 – 2012

### **Graphic Designer (earlier experience)**

Self-employed and agency roles, Krasnoyarsk, Russia

- Worked on branding, print materials, websites, and client design projects, building the foundation for later transition into digital product and UX/UI design.

## **Education**

2019 – 2020

### **Apple Developer Academy Diploma**

Apple Developer Academy, Naples, Italy

- Studied software development for Apple platforms using the Challenge-Based Learning framework.
- Covered Swift development, UX/UI design, teamwork, product thinking, and project work.

2002 – 2007

### **Graduate Degree in Engineering**

Siberian Federal University, Krasnoyarsk, Russia

- Studied programming, CAD systems, UI development, engineering, and mechanics.
- Graduated with distinction.

## **Skills**

**Tools**

**Design:** Figma, Figma Tokens, Recraft

**Prototyping:** Balsamiq, FigJam, Miro, OpenAI Codex, Figma Make

**Research & Discovery:** Maze, Google Forms, Google Analytics, Mobbin

**Handoff & Collaboration:** Slack, Asana, Jira

**Development Familiarity:** React, Flutter, HTML, CSS, JavaScript, Swift, GitHub, GitLab

**Languages**

**Russian** – Native

**English** – Intermediate (B2)

**Serbian** – Conversational (B1)

**Recognition**

**99designs – Top Level Designer**

6 contest wins and 15 runner-up placements