


# Shakhnir Viktoriia

 Portfolio

 Zaporizhzhia, Remote

 shakhnirviktoriia@gmail.com

 [LinkedIn link](#)

## UX/UI Designer | Product Designer | SaaS | Mobile

UI/UX Designer focused on full-cycle product design: from early research and IA to shipped interfaces. Have designed web SaaS platforms, iOS and Android apps, and landing pages across cybersecurity and edtech verticals. Apply AI tools throughout the design process, and follow platform-specific guidelines (HIG, Material Design). Bring analytical thinking and structured decision-making to complex product problems.

### Key Skills

**UI:** Interface principles, animation, responsive design, design systems, visual hierarchy, components, auto-layout, styles, variables, typography and color management, prototyping, wireframing, user research, usability testing.

**UX:** Core feature planning, user flows, information architecture, user research, usability testing, user personas, competitor benchmarking, data synthesis, stakeholder interviews, user interviews, edge case mapping, testing via Maze.

**Tools:** Figma, FigJam, Claude, Chat GPT, Codex, Midjourney, Figma Make, Lovable, Figma Slides, Maze, Notion, Adobe Firefly, Recraft AI, Loom.

**Soft Skills:** Analytical thinking, team and stakeholder communication, teamwork, self-organization, fast learning ability, solution presentation and defense, feedback management, continuous improvement.

### Work Experience

UI/UX Designer · Gowius Design Agency · Full-time · Remote

Sep 2025 - Apr 2026

*Cybersecurity Industry · SaaS · B2B · Enterprise · Mobile*

Designed enterprise-grade cybersecurity products across multiple projects — both independently and as part of a design team.

#### PLATFORMS & DASHBOARDS

- Designed complex B2B SaaS platforms from scratch: full IA, all modules, and multi-step user flows
- Built admin consoles with multi-role access, permission systems, and high-density data dashboards
- Created clickable prototypes in Figma to validate flows

#### DEVICE MANAGEMENT ECOSYSTEM


- Designed a connected product ecosystem: enterprise web-based admin console (SaaS) paired with companion mobile apps for real-time device monitoring, remote management, and administrative control

#### AI-INTEGRATED PRODUCTS

- Designed interfaces with built-in AI features, including AI-powered constructors where users perform complex actions using AI directly within the platform
- Used AI tools to map edge cases and structure IA across large-scale products

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## MOBILE APPLICATIONS

### Enterprise App (iOS & Android)

- Designed a companion app for enterprise clients connected to the web admin console
- Real-time analytics dashboard: device activity, admin actions, and system events displayed live

### Family App (iOS & Android)

- Designed a multi-role family device management app with 7 distinct role-based interfaces
- Features: app & website restrictions, time schedules, study schedules, permission management
- Role-based UX: interface structure and navigation adapt dynamically depending on the user's role

All projects are under NDA

### UI/UX Designer · Landing design · Startup

May 2025

#### *EduTech · Webdesign*

- Designed a conversion-focused landing page to attract and convert potential users
- Built page structure based on the AIDA model
- Applied minimalist visual design with smooth UI animations
- Highlighted key platform features and value proposition for the target audience

### UI/UX Designer · Mobile App, iOS, Android · Startup

Feb 2025 - Apr 2025

#### *EduTech · Mobile · iOS · Android*

- Adapted core platform features and UX for mobile based on existing research
- Designed separate app experiences for iOS and Android
- Followed platform-specific guidelines: HIG for iOS and Material Design for Android
- Ensured native look, feel, and consistent brand experience across both platforms

### UI/UX Designer · SaaS Platform · Startup

Sep 2024 - Jan 2025

#### *EduTech · SaaS · Web*

- Conducted UX research: stakeholder interviews, user interviews, surveys, and competitor analysis
- Developed user personas based on research insights and identified core user pain points
- Planned MVP structure and prioritized key features for the first release
- Designed user flows and information architecture for the full platform
- Created clickable prototypes in Figma and ran usability testing via Maze
- Developed complete visual design and consistent design system
- Adapted interfaces for different screen sizes (responsive design)
- Presented final solutions backed by research data

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## Languages

Ukrainian (Native), English (Intermediate)

## Education

### AI Design Engineering & Vibe Coding

Mar 2026 - Jun 2026

- Learning AI-powered design workflows: AI-augmented research, data synthesis, personas and journey maps
- Building custom AI assistants: Claude Projects and Custom GPTs tailored to personal design processes
- Exploring next-level interfaces: gesture, voice, and gaze-driven UI beyond conventional design
- Creating tiny apps and micro-products using vibe coding and AI tools
- Developing a creator mindset: from idea to finished product with delivery discipline

### AI in Figma practicum

Apr 2026

- Working with Codex and Figma MCP for AI-assisted design workflows
- Audit, cleanup, and organization of large Figma files and messy boards
- Refactoring and scaling existing design systems and component structures
- Creating and extending components within existing design systems
- Developing structured prompting and reusable workflow approaches

### UI/UX Design 'po-lyudski' - Bootcamp

Oct 2024 - May 2025

- Developed a complete EdTech product: web platform, mobile apps (iOS & Android), and landing page
- Worked through the full UX/UI cycle: research, stakeholder and user interviews, user personas, user flows
- Created clickable prototypes in Figma and validated hypotheses through usability testing via Maze
- Developed a complete design system and full visual design of the platform
- Adapted interfaces according to platform-specific guidelines: HIG for iOS and Material Design for Android
- Gained team collaboration experience: joint decision-making, feedback management, iterative improvement

### UI/UX Design 'po-lyudski' - 1st step

Feb 2024 - Jun 2024

- Built a strong foundation in core UI/UX principles: typography, color theory, layout, visual hierarchy
- Learned Figma essentials: components, auto-layout, styles, and design systems
- Practiced building information architecture for apps, platforms, and websites
- Created animations in Figma for dynamic and interactive interfaces
- Developed skills in clickable prototyping and interactive design

### VSP "Zaporizhia Electrotechnical Vocational College of the National University "Zaporizhia Polytechnic"

Sep 2020 - Jun 2024

Junior Bachelor's degree, Electrical Power Engineering, Electrical Engineering and Electromechanics.