



Vera Kashina UX/UI product designer

Location: Slovenia, Logatec

PORTFOLIO: [link](#) | LINKEDIN: [vera-kashina](#) | E-MAIL: verakashina111@gmail.com | TELEGRAM: [@evalerox](#)

Product Designer with 2+ years of experience in software for designing multi-satellite constellations. Specializing in user-centered interfaces, I excel in managing end-to-end design processes and collaborating with cross-functional teams. Passionate about delivering impactful designs to enhance usability and foster positive user interactions.

EXPERIENCE:

Oct 2021 — present: Lead UX/UI designer in Moscow Institute of Physics and Technology. Project «Integral» design of multi-satellite constellations.

- **Completed and managed 200+ design tasks within a 2-year timeframe**, involving the implementation of new product features and the improvement of existing ones.
- **Reduced the need for post-production revisions through proactive collaboration with developers.** I initiated effective design calls, presenting prototypes that led to valuable insights and compromises between technical constraints and user-centered design.
- **Spearheaded an update of the design system and created a UI Kit comprising 20+ elements in Figma.** This initiative not only boosted the speed of new layout development by 50% but also ensured interface consistency. New team members seamlessly integrated into the design workflow with the assistance of the UI Kit.
- Conducted user feedback collection and competitor analysis. To achieve this, I attended a specialized exhibition where I observed user interactions with the product and assessed the offerings of our competitors.
- Developed universal interaction patterns for complex elements, including tables, cycloramas, histograms, maps, and multi-axis graphs for result comparisons.
- Produced over 10 illustrative explanatory graphics for the interface, enhancing overall usability and elevating user engagement.
- Facilitated the onboarding of a new team member, providing constructive feedback and mentorship to enhance their design work.

SKILLS AND TOOLS:

Hard skills: UX/UI design, User flow, Research, Wireframing, Prototyping, UI kit, Style Guide, Android Guidelines, iOS Guidelines.

Tools: Figma, Miro, Notion.

Soft skills: Team work, Communication, Critical thinking, Design review.

Languages: English B1, Russian Native.

EDUCATION:

Tomsk State University of Control Systems and Radio electronics. Master's degree in radio engineering — Sep 2021.

COURSES & CERTIFICATIONS:

«UX and Interface Design for Embedded Systems» course from Coursera — Nov 2023.

«Designer of mobile applications» course from Maria Abramova — Feb 2022.

Web design intensive by Maria Sharikina — Jun 2022.

«Interface Design for Developers and Analysts» course from System Education — Nov 2021.