



Pylyp Pistol Kors

UX/UI Designer, Remote

Nearly 20 years in design and animation. Delivering intuitive and flexible user experiences in web and mobile for last 5 years. Fluent in English (B2) and a self-taught electronic musician. Seeking a challenging role to improve my design skills and contribute to innovative projects.

May 2020 — Present

Senior UX/UI Designer @ Existek

- Responsible for client communication and project discovery phases
- Mentored mid-level designers and supervised ongoing projects
- Delivered high-quality final products through comprehensive design processes
- Internal brand and identity design

Oct 2017 — May 2020

Product Designer @ RIA.com

- Developed web and mobile applications for Auto.RIA and Dom.RIA (biggest car marketplace and real estate search engine in Ukraine)
- Created prototypes, analyzed user data, and collaborated with stakeholders
- Supported design systems, engineered micro-animations, and enhanced user experiences

2005 — Sep 2017

Web & Ad Designer, Animation Engineer

- Worked on flash-gaming, gambling, and casino projects for Big Fish Games, 888.com, and bwin.com
- Collaborated with companies like Flextronics, Tik Games, Aricent, and Win Interactive

CONTACTS

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SKILLS

Design Thinking
Requirements Gathering
Presentation
User Experience Design
User Interface Design
Interaction Design
Prototyping
Wireframing
Animation
Web Design
Branding
Packaging Design
Art Direction
Presentation

TOOLS

Figma
Adobe Creative Suite
Google
AI-driven tools (ChatGPT, Perplexity, Recraft, etc.)

PORTFOLIO

Google Drive link