



VIKTOR FEDORCHUK

Perm, Russia

Senior Product / UX/UI Designer

[Portfolio](#)

[niawsiuol](#)

derrzz11@gmail.com

[+7 995 545 3689](tel:+79955453689)

ABOUT ME

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Working in digital design since 2017. I design web services and Telegram Mini Apps, including marketplaces, prediction market platforms, and gaming products. My experience covers trading flows, payments, wallets, and digital asset management.

I design interface structures, user flows, and states, develop design systems, and prepare designs for development. My background in branding and communication design complements my product work.

EXPERIENCE

02

PORTALS MARKET

[View case study](#)

UX/UI Designer

2025–Present · Long-term contract

A marketplace for collectible Telegram gifts with 446K+ MAU. The product reached 4 million users and 5 million trades in its first six months, according to the team.

- Worked alongside another designer to develop the product from its first Telegram Mini App version to a web version and integrated game modes. Together, we created 400+ screens and states.
- Designed gift purchasing and selling, buyer offers, bulk actions, filters, price alerts, and inventory value tracking.
- Designed wallet and payment flows, including payments from the internal balance and via Russia's Faster Payments System (SBP), transaction history, confirmations, and error handling.
- Designed the integration of game modes with bets using digital gifts and in-app currency. A shared wallet and integrated inventory let users manage assets directly within the games section.
- Adapted core flows for desktop, reworked navigation and filters, and expanded design system components and states.

TSL AGENCY

[View case study](#)

Senior Product Designer

2024–2026 · Full-time

An agency in the iGaming niche.

- Served as the agency's sole designer, responsible for the corporate website, product interfaces, brand identity, and communication materials.
- Designed the corporate website from scratch, including its structure, responsive interfaces, inquiry forms, and interactive sections. Prepared states and animation examples for development. Inbound partner leads more than tripled after launch, according to internal company data.
- Designed the landing page and dashboard for TSL Apps, a service providing apps for advertising campaigns. The share of partners satisfied with the UX increased from 10% to 88%, according to an internal survey.
- Designed internal CRM and admin interfaces for managing clients, products, and affiliate workflows.
- Created a new brand identity and guidelines for the TeslaTraff-to-TSL rebrand. Developed advertising assets, motion graphics, and merchandise, and delivered the complete design package for the agency's first in-person event with 200+ attendees.

LUCKYGROUP

Communication Designer

2023–2024 · Full-time

Designed digital product interfaces, advertising materials, email campaigns, and graphics for corporate and industry events.

COLIZEUM

Communication Designer

2022–2023 · Full-time

Designed landing pages, chatbot interfaces, advertising assets, and video content. Contributed to gaming venue branding and visual communications. During my time with the company, its social media audience grew from approximately 1K to 10K+ followers.

PERM NATIONAL RESEARCH POLYTECHNIC UNIVERSITY

Communication Designer

2020–2023 · Full-time

Designed landing pages and promotional websites, visual materials for forums and educational events, social media assets, and print and outdoor advertising.

FREELANCE

Product / UX/UI Designer

2017–Present

Designed websites, web services, and Telegram Mini Apps for teams and startups. Selected projects:

Portex · 2026

Worked alongside another designer to design a Telegram Mini App for trading on event outcomes using Polymarket liquidity.

- Designed position buying and selling flows, fee and potential payout displays, portfolio views, and settlement states after events ended.
- Designed Copy Trading flows, including trader selection, trade amounts and limits, execution logs, and explanations for paused copying.
- Contributed to event-specific AI analysis and subscription access through Portex Pro. All features presented in the case study are live.

1REG · 2026

Independently designed a Mini App for domain registration and management. Translated text-based bot flows into a visual interface covering search, bulk registration, payments, renewals, and technical settings.

CAPS · 2025

Expanded a gaming Mini App with bets using gifts, TON, and Stars. Designed case opening, gift upgrades, game modes, and supporting flows. Created the logo, mascot, and app's visual design.

Clayton · 2024

Contributed to the version 4.0 redesign, reworking core sections, tasks, daily rewards, profiles, and friend interactions. Created the visual design and interfaces for 1024, Stack, and Tiles using existing brand assets.

- User flows, information architecture, and navigation
- Web and mobile interfaces, Telegram Mini Apps
- Trading flows, payments, and wallets
- CRM systems, admin panels, and data-heavy interfaces
- Component libraries, design systems, and responsive design
- Error, loading, empty, and intermediate states
- Design specifications and developer handoff
- Branding, communication design, and animation

 Figma Adobe Illustrator Framer Adobe Photoshop Adobe After Effects AI tools

Russian

Native

English

Intermediate