Renat Usmanov

Male, 43 years old | Born: August 16, 1981
Moscow, Russia | Citizenship: Russia
Contact: +79874157897 | WhatsApp/TG
i@renat.design
LinkedIn: linkedin.com/in/renatusmanov
Portfolio: renat.design | Telegram

Desired Position: Senior UX/UI Designer
Employment: Full-time | Remote/Onsite

Professional Summary:

Dynamic and experienced Senior UX/UI Designer with over 15 years of expertise in web and product design. Specialized in end-to-end product development with a strong focus on product management practices, user-centered design, and business-driven results. Skilled in leveraging methodologies like CJM, CustDev, Agile, and data analytics to deliver exceptional user experiences. Adept at crafting high-fidelity (Hi-Fi) and low-fidelity (Lo-Fi) prototypes, defining KPIs for product validation, and solving complex user problems through frameworks like 5W, "How Might We," and evidence-based design testing.

Work Experience:

Lead Product Designer
BridgeInto Inc | USA | September 2024 – December 2024

- Directed the design process from concept to implementation, aligning product vision with business goals.
- Applied CJM and CustDev techniques to map user journeys and identify core user pain points, ensuring alignment with market needs.
- Conducted extensive user research and usability testing with KPI metrics to validate product decisions.
- Designed and implemented a scalable design system, optimizing consistency and efficiency.
- Collaborated with C-suite executives, developers, and cross-functional teams, leading Agile sprints to deliver timely product releases.

- Introduced innovations while balancing business constraints, driving stakeholder alignment through structured problem-solving frameworks.

Lead UX/UI Designer
Teez & **MY BUYER** | Kazakhstan | June 2023 – September 2024

- Spearheaded the design of the MY BUYER platform, increasing user engagement by 125% and reducing churn by 44%.
- Conducted Hi-Fi and Lo-Fi prototyping to evaluate product functionality and visual consistency.
- Leveraged "How Might We" and "5W" frameworks to address user pain points and develop actionable solutions.
- Conducted A/B testing and user testing with clear KPI tracking, leading to a 40% increase in task completion efficiency.
- Partnered with cross-functional teams to implement data-driven design strategies, resulting in a 15% improvement in user satisfaction.

Senior UX/UI Designer
GitHub | United Kingdom | November 2023 – June 2024

- Designed and integrated key UI components into GitHub's design system, enhancing user satisfaction by 20%.
- Conducted user analytics to guide the implementation of consistent and adaptive interface designs, reducing feature development time by 25%.
- Embedded UX research practices within Agile workflows, ensuring timely delivery of business-oriented solutions.
- Facilitated design reviews to optimize collaboration between developers and product owners.

Lead Product Designer & Business Developer
Stelmakh & Associates LLC | USA | May 2022 – January 2023

- Developed adaptive, user-friendly prototypes using Figma, resulting in a 15% decrease in bounce rates.
- Launched an SEO-optimized WordPress website that increased organic traffic by 231%.
- Integrated CRM tools to enhance customer management efficiency by 20%, aligning business needs with technical solutions.
- Conducted usability tests with performance metrics to refine the user experience.

Lead Product Designer & Product Owner
YappiX LLC | USA | September 2015 – February 2022

- Founded the YAPPIX CMS, a mobile app builder, securing $2 million in government funding and $1.5 million in venture investments.
- Managed end-to-end product delivery cycles using Agile methodology, tripling business turnover.

- Applied CJM and CustDev frameworks to ensure product-market fit and stakeholder satisfaction.

IT Manager
[WyatBoat](#) | Russia | March 2013 – August 2015

- Designed corporate websites and implemented marketing strategies to expand the company's market presence.
- Managed IT security and data recovery processes, safeguarding critical business operations.

Full Stack Engineer
[Xtraball](#) | France (Remote) | July 2010 – March 2013

- Participated in the development team for the creation of the world's first Open Source project, [SiberianCMS.com](#) – a mobile app designer.
- Developed components for mobile applications using Angular and Ionic Framework.
- Designed a mechanism for previewing pre-compilation changes in real-time, allowing clients to see updates without restarting the browser or third-party software.
- Ensured smooth integration of the frontend preview tool within the application development workflow.

Education:
2008 – Kama Institute of Arts and Design, Naberezhnye Chelny
Degree: Interior and Graphic Design

Skills:

- **Product Practices:** CJM, CustDev, User Analytics, KPI-Driven Testing, Agile, Problem Solving (5W, How Might We), Data-Driven Design.
- **UX/UI Design:** Prototyping (Hi-Fi/Lo-Fi), Interaction Design, Design Systems, User Testing.
- **Tools & Technologies:** Figma, Adobe XD, Framer, Cinema 4D, WordPress, NextJS, React, Angular, Tailwind, Zeplin.
- **Soft Skills:** Team Leadership, Strategic Thinking, Stakeholder Collaboration, Effective Communication.

Languages:

- Russian (Native)
- English (B1 - Intermediate)