

Ivan Danilov

Mid-Level UX/UI Designer

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PROFESSIONAL SUMMARY

Mid-Level UX/UI Designer with 6+ years of experience designing web interfaces, SaaS products, and digital solutions.

I manage the full UX/UI design cycle, from task analysis, user flows, and information architecture to prototyping, UI design, responsive states, and developer handoff. I have worked on international products and 40+ commercial projects, building and evolving component libraries and design systems using Figma Variables and Design Tokens.

KEY SKILLS

User Experience (UX), User Interface Design (UI), UX Research, User Flows, Information Architecture (IA), Wireframing, Prototyping, Interaction Design, Responsive Design, Design Systems, Design Tokens, Figma

WORK EXPERIENCE

UX/UI Designer

[Interactive Ventures](#), Cyprus, Remote | November 2025 – Present

- Optimized the main design file by approximately 40% by removing redundant elements and duplicates, restructuring screens, and splitting the project into separate working files without disrupting the team's ongoing workflow.
- Transformed the UI Kit into a scalable Design System based on Figma Variables and Design Tokens, centralizing change management and improving interface consistency.
- Redesigned User Flows and key SaaS product screens based on user scenarios, technical requirements, and development constraints.
- Designed components, states, and interface patterns in collaboration with developers, preparing the system for scaling to new use cases.
- Conducted user flow analysis, prototyping, and internal A/B testing to improve interface consistency and clarity.

UX/UI Designer

[Site-Protect](#), Moscow, Remote | July 2022 – November 2025

- Redesigned the corporate website, improving its structure and interfaces based on business requirements, content, and responsive user scenarios.
- Introduced a reusable component library, accelerating development and reducing repetitive design revisions.
- Delivered full-cycle UX/UI solutions, from UX research, information architecture, and prototyping to UI design, responsive layouts, and developer handoff.
- Created visual identity and digital materials and used Motion Design and 3D modeling in Blender for websites and marketing projects.

Web / UX/UI Designer

[Serptop](#), Moscow, On-site | November 2019 – July 2022

- Designed 40+ commercial projects across different industries, including 23 full-cycle projects from task analysis and concept development to final UI and developer handoff.
- Designed responsive web interfaces based on user needs, business requirements, and technical constraints.
- Introduced the User Persona method into the design process, systematizing work with target audiences and UX decision-making.
- Mentored two junior designers and collaborated with project managers and developers throughout all stages of project delivery.

TOOLS

Figma, Framer, Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Adobe XD, Blender, Webflow, Cursor, Claude Code

EDUCATION & CERTIFICATIONS

- Russian State Agrarian University – Moscow Agricultural Academy — Master’s Degree | 2010 – 2017
- Coursera — Foundations of User Experience (UX) Design | In Progress
- [Coursera — Introduction to User Experience Principles and Processes | 2024 – 2025](#)
- [Skillbox — WEB Design PRO | 2018 – 2019](#)

ЯЗЫКИ

Russian — Native | Sakha (Yakut) — Native | English — B2 (Upper-Intermediate)