



Product Designer

Oleksii Tsvietkov

Product Designer with 4+ years designing complex web products end-to-end — from information architecture and user flows to developer-ready UI. I work autonomously, often as the sole designer, taking products from concept to live. Most of my experience is in B2B SaaS, and I increasingly integrate AI tools into my design workflow.

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Experience

VucaLi

Product Designer | Apr 2026 – Jun 2026

- Designed marketing sites and a full B2B platform for an IT agency's clients — VBS Invest, Teveris, and Who's Who — adapting Untitled UI to each brand.
- On Who's Who, designed a premium business platform end-to-end: information architecture, public pages, and a user dashboard with business registration, subscriptions, promotions, and inbox.

Competitionline Verlags GmbH

Product Designer | Jun 2023 – Sep 2025

- Built a Figma component library from scratch for a live architecture-tenders platform, aligned with the existing production codebase.
- Redesigned the core tender search and detail pages within established user habits — clarifying hierarchy and adding targeted UX improvements across desktop, tablet, and mobile.
- Collaborated with a Strategic Product Designer on new team features (labels, comments), designing full interaction flows and all UI states.

Konfidal GmbH

Product Designer (on-demand) | Jun 2022 – Nov 2025

- Designed and built a complete multi-page marketing website end-to-end — Figma design through a live, responsive Framer build (learned Framer on this project).
- Structured the information architecture across two service lines (compliance + cybersecurity), 12+ pages, grouped by the user's problem rather than by product.
- Generated all site imagery with AI tools for brand-consistent photography; supported the 3-year relationship with early web-app UI and marketing assets.

PawnParse

Product Designer | Feb 2024 – Apr 2024

- Redesigned an AI chess-notation web app, restructuring a dense three-panel concept into a guided, step-based flow.
- Designed AI-specific patterns: bounding-box correction, staged processing states, and per-move confidence indicators that let users focus corrections where the AI was unsure.

Amwork

Product Designer (Sole Designer) | Sep 2022 – Jan 2024

- Sole designer on a no-code B2B workspace builder — designed ~18 modules from scratch (CRM, inventory, HR, scheduler, messenger, and more) over 16 months.
- Owned end-to-end design per module: user flows, UI, edge cases, and developer handoff, working directly with the founder and a three-developer team.
- Built and maintained a shared Figma component library to keep the platform consistent as it grew.

SohoNet

UX/UI Designer | Dec 2021 – Mar 2022

- Redesigned subscription-plan cards into an interactive configurator and contributed to landing-page and marketing design.

Core skills

UX

User Flows, Information Architecture, Wireframing, Prototyping, Usability Mindset, Edge Cases.

UI

Visual Hierarchy, Responsive Design, Mobile Patterns, Consistency & Polish.

Systems

Design Systems, Atomic Design, Component Libraries.

Tools

Figma, Framer, Mobbin, Claude

Collaboration

Stakeholder Alignment, Iterative Feedback, Developer Handoff.

Languages

- English — professional written (4+ yrs with English-speaking clients); spoken: improving
- Ukrainian — native

Education

AI Creator

Hillel IT School | May 2026

Product Design

Aem College | Jan 2024 – Jun 2024

UX/UI Design Pro Course

Hillel IT School | Sep 2021 – Feb 2022

Web Design Fundamentals

Hillel IT School | Jan 2021 – Apr 2021