



# NIKA KVATSABAIA

PRODUCT DESIGNER · UX/UI

5 YEARS EXP.

"I create experiences grounded in research, refined through prototyping, and supported by strong design systems."

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## UX SKILLS

User Interviews · Surveys · Personas · Journey Mapping · Problem Definition · Foundational Research · Information Architecture

## UI SKILLS

Wireframing · Interaction Design · Prototyping · Visual Design · Design Systems · Auto-layout · Responsive Web · UI Components

## FRONTEND DEV

HTML · CSS · JavaScript · PHP / Laravel

## TOOLCHAIN

Figma Miro

Adobe Illustrator

Photoshop

Google Stitch

ClickUp

Jira

Zabbix

Grafana

ChatGPT

Claude AI

## LANGUAGES

Georgian Native

English B2 Upper

## EDUCATION

### BSc Information Technologies

Business & Technology University  
Tbilisi · 2018 – 2022

### Secondary Education

NI22 Public School  
Tbilisi · 2006 – 2018

## EXPERIENCE

### Product Designer

Mar 2026 – Present

#### Rowix — Web Development Agency

- Own end-to-end product design across **client web projects** — from discovery to high-fidelity delivery — ensuring every site drives measurable engagement and conversion.
- Architect **reusable component libraries** that cut design-to-dev handoff time and eliminate repeated QA cycles.
- Champion responsive-first standards; all layouts perform across every breakpoint without engineering rework.

### UX/UI Mentor

Sep 2024 – Present

#### Academy of Digital Industries · Tbilisi

- Mentor cohorts of aspiring designers on **research methodology, Figma systems, and product thinking**, closing the gap between academia and industry practice.
- Designed curriculum grounded in real-world workflows — measurably improving student portfolio quality and completion rates.

### UX/UI Designer

Sep 2024 – Dec 2024

#### Influzone — Influencer-Brand Marketplace

- Designed the **entire product from 0 → 1**: a two-sided marketplace connecting influencers and brands for campaign collaboration.
- Ran foundational and post-launch research; translated findings into **3 major UX iterations** that reduced onboarding friction and improved task completion.

### UX/UI Lecturer

Mar 2023 – Present

#### Business and Technology University · Tbilisi

- Teach **UX/UI design practice** to undergraduate cohorts at Georgia's top tech-focused university — bridging design theory with live Figma-native workflows.

### Co-founder & Lead Product Designer

Nov 2023 – Sep 2024

#### Topwork — Freelance Marketplace Startup

- Co-founded and designed a **Georgian Upwork/Fiverr alternative**: owned product vision, research strategy, and the entire design system from day one.
- Conducted foundational, in-flight, and post-launch research — validating product-market fit and iterating on real user data.
- Built a scalable Figma design system enabling fast feature expansion without visual debt.

### Senior UX/UI Designer

Dec 2021 – Present

#### Freelance · Remote (Georgia & International)

- Delivered **full-cycle design** for 10+ clients — from foundational user research and journey mapping through to launch-ready Hi-Fi prototypes.
- Reduced client revision requests **~40%** by building auto-layout, constraint-based Figma component systems for every engagement.

### UX/UI Designer

Sep – Nov 2025

#### Noon AI — AI-Powered Recruiting Platform

- Executed a **targeted web redesign**, improving visual hierarchy and interaction clarity for a recruiter-facing AI product; delivered pixel-perfect handoff specs.

### Frontend Developer

Jul – Sep 2022

#### Maxinit — Software & App Development

- Implemented responsive UI components in HTML/CSS/JS — a foundation that today drives precision in every developer handoff.

### Service Monitoring & Manual QA

Apr 2021 – Oct 2022

#### Crocobet — Online Gambling Platform

- Monitored live network & banking services via **Zabbix and Grafana**, maintaining platform uptime under high-traffic conditions.
- Performed manual QA on developer-built promotions, identifying critical bugs pre-release.