

Ivan Danilov

Middle+ UX/UI Designer

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PROFILE / SUMMARY

UX/UI Designer with 7+ years of experience designing web interfaces, digital products, and adaptive user experiences. I work across the full design cycle, from research, user flows, wireframes, and prototypes to high-fidelity UI, design systems, and developer handoff. Experienced in SaaS products, corporate websites, and complex digital services, with a focus on clear user scenarios, consistent visual systems, and interfaces that balance user needs, business goals, and technical constraints.

WORK EXPERIENCE

UX/UI Designer

Interactive Ventures, Cyprus, Remote November 2025 - Present

- Designed and improved SaaS product interfaces by analyzing existing user flows, identifying usability issues, and proposing clearer UX/UI solutions.
- Optimized the main design file by ~40% without disrupting ongoing team workflows by removing redundant and hidden elements, eliminating duplicates, and restructuring screens into separate files.
- Transformed a UI kit into a scalable design system using variables and design tokens, enabling centralized interface updates and improving consistency across the product.
- Created screens, components, and interface states with consideration for product logic, technical constraints, and further implementation by developers.
- Improved the current product interface through analysis, prototyping, and internal A/B testing, helping simplify the product and make user scenarios more consistent.

UX/UI Designer

Site-Protect, Moscow, Remote July 2022 - November 2025

- Led the full UX/UI design cycle: task analysis, page structure, wireframes, UI design, adaptive layouts, and developer handoff.
- Redesigned the corporate website and introduced a component library, improving development speed and interface consistency.
- Designed adaptive desktop and mobile interfaces, considering user scenarios, business goals, and technical constraints.
- Created visual solutions for websites, presentations, marketing materials, and case studies, maintaining a consistent digital brand style.
- Applied motion design and 3D visualization to make complex products more clear and engaging.

Web Designer

Serptop, Moscow, On-site November 2019 — July 2022

- Led the full UX/UI design cycle from task analysis and wireframes to UI, adaptive layouts, and developer handoff.
- Redesigned the corporate website and introduced a component library, improving development speed and consistency.
- Designed adaptive desktop and mobile interfaces based on user scenarios, business goals, and technical constraints.
- Created visual solutions for websites, presentations, marketing materials, and case studies.

EDUCATION

Foundations of User Experience (UX) Design Coursera	Present
Introduction to User Experience Principles and Processes Coursera	2024-2025
Super Blender 2020 Videomile	2020-2021
WEB design PRO Skillbox	2018-2019
Master's Degree Russian State Agrarian University	2010 — 2017

SKILLS

Design & UX:

- UX Research
- User Flows
- Wireframing
- Prototyping
- UI Design
- Interaction Design
- Information Architecture
- Mobile & Desktop UI
- Adaptive Design
- Design Systems
- Design Tokens
- A/B Testing
- Interface Optimization

Tools:

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

Motion & 3D:

- Motion Design
- Product Rendering
- 3D Visualization

Soft Skills:

- Process Improvement
- Problem-Solving
- Stakeholder Communication
- Cross-functional Collaboration
- Human-Computer Interaction Basics
- Mentoring & Training

LANGUAGES

- English - Upper-Intermediate (B2)
- Russian - Native
- Sakha - Native