

# Angelina Shylkina

## Senior Product Designer

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## Experience

### Senior Product Designer

Sep 2024 - Present

airSlate

Poland

- Led the design and development of user-centered products by conducting thorough user research and usability testing to inform design decisions.
- Collaborated with cross-functional teams (marketing, analytics, product, support team) to define product vision and translate business requirements into innovative design solutions.
- Utilized design thinking methodologies to create intuitive user experiences, resulting in a 10% increase in user engagement for key product features.
- Conducted competitive analysis and market research to identify trends and opportunities, ensuring the product design remained relevant and user-focused.
- Facilitated design workshops and brainstorming sessions with stakeholders
- Presented design concepts and rationale to stakeholders, effectively communicating the value of design solutions to non-design audiences.
- Using AI tools on daily base to improve the workflow (Claude)
- Collaborated with developers (3 teams) during the implementation phase to ensure design fidelity and resolve any technical challenges.

### Senior UX Designer

Feb 2024 - Sep 2024

Cadabra Studio

Poland

- Designed intuitive user interfaces for web and mobile applications of a large-scale SaaS insurance product in USA market
- Led user research initiatives to gather insights and validate design concepts for heavy SaaS designs
- Conducted usability testing sessions to identify pain points and iterated on designs based on user feedback, improving overall usability ratings. (Lyssna, external users)
- Developed wireframes and prototypes to visualize design ideas, facilitating stakeholder presentations and driving alignment on design direction.

### Product Designer

May 2022 - Nov 2023

Devspire

Poland

- As a main designer in the team template team, covered the end-to-end design for 3 strategic domains: Growth, Digital product, and Design System.
- Designed end-to-end experience for MVP to introduce the task management tool.
- Designed end-to-end experience for Chat, Board, Storage, Calendar and Settings panel to improve the experience for the product teamplate.
- Led the design and engineering effort for the first version of the Design system at teamplate

## Summary

Result-driven designer with 8+ years of experience in mobile and web applications, specialising in UX/UI. Skilled in solving complex, ambiguous problems through research and deep analysis. Able to balance user needs, business goals, and technical constraints to deliver effective design solutions. Strong communicator, confident in presenting and defending design decisions with stakeholders. Strong knowledge of Figma, AI tools Claude, MidJourney, Adobe products, Animation.

## Skills

Design Thinking Expert

Presentation Skills Advanced

User Interviews Expert

Design Systems Advanced

Digital Product Strategy Advanced

Creative Problem-Solving Expert

User Journey Mapping Expert

Stakeholder Engagement Expert

User Research Expert

Usability Testing Expert

Startup Environment Proficient Experience

## Languages

Ukrainian Native

Russian Native

- Created the strategy for the template App to guide the product vision;

## Middle UX/UI Designer

Apr 2020 - Jul 2021

AndersenLab

Belarus

- Led end-to-end design processes from concept to launch, covering discovery, ideation, prototyping, and final delivery
- Managed and mentored junior designers for internal initiatives, ensuring consistency and quality across projects
- Translated user research insights and business requirements into scalable design solutions
- Designed complex web platforms across healthcare, logistics, real estate, and SaaS domains
- Facilitated cross-functional collaboration with product managers and engineers to align design with product strategy and technical constraints
- Communicated design decisions and rationale to stakeholders, driving alignment and informed decision-making

## UI/UX Designer

Sep 2018 - Aug 2019

BLDSoft

Belarus

- Contributed to product growth by redesigning core user flows and validating design hypotheses through iterative testing
- Led redesign initiatives across multiple platforms, improving usability and visual consistency of the product
- Designed end-to-end experiences, including application interfaces, product concepts, investor presentations, and motion/animation assets
- Collaborated closely with product managers, developers, and senior designers to align design solutions with business goals and technical constraints
- Platforms: Android, iOS, Apple TV, Android TV, Smart TV (Samsung Tizen, LG WebOS)

## UI/UX Designer

Jan 2018 - Jul 2018

MediaCube.Network

Belarus

- Created promotional websites to support marketing campaigns
- Produced motion design and animations using Adobe After Effects
- Strengthened expertise in visual storytelling and digital branding

## Junior Designer

Sep 2017 - Dec 2017

Local Design studio

Belarus

- Delivered web design solutions for diverse clients, focusing on user needs and business goals
- Created concepts in Adobe Photoshop, translating requirements into effective visual solutions
- Selected for a large-scale project over senior designers, demonstrating strong design thinking and client understanding

## Education

### INFORMATION RESOURCES MANAGEMENT - Bachelor's Degree

School of the business of BSU

2018 - 2023 Minsk, Belarus

French

Fluent

Polish

Fluent

English

Fluent

## Certifications

User Onboarding Design (Link on my LinkedIn)

Awarded by: Projector Institute July 2024

Foundations of User Experience (UX) Design Google

Issue Date: July 2025

Accreditation ID: WXJWD40CCZPB

## Interests

Amateur horse riding, Photography, Traveling, horse owner, pole dance