

Arsenii Vostrikov Product Designer

Türi, Estonia

arsenyvostrikov@icloud.com

[LinkedIn](#)

[Telegram](#)

0 → 1 UX/UI

Design Systems

Data-driven Design

Rapid Prototyping

Product Designer focused on solving real user problems and driving measurable outcomes. Works across the full product lifecycle — from research to production-ready solutions. Specializing in simplifying complex logic into clear, scalable interfaces. Experienced in web products for international markets, including fintech, with strong collaboration across product and engineering. Known for ownership, speed and quality, using data-driven approaches and AI-powered prototyping.

Education

ITMO University

2025 – Present

Master's degree in Product Design

St. P. Polytechnic University

2021 – 2025

Bachelor's degree in International Relations

Contented Design School

2023 – 2024

UX/UI Design Advanced Course

Skills

Work experience and education background have developed in me:

- **Hard skills:** end-to-end product design, design systems architecture, data-informed design, UX research, usability Testing, A/B testing, information architecture, interaction design, user journey mapping (CJM), high-fidelity prototyping, mobile & web UI/UX, growth design, technical literacy;
- **Soft skills:** product ownership, design advocacy, cross-functional collaboration, analytical thinking, systematic problem solving, high-velocity execution, adaptability, developer handoff, time management, speed and responsibility, proactivity, empathy, work well in teams;
- **Tools:** Figma, Adobe After Effects, Notion, Jira, Confluence, AI Models, Agentic IDEs (Claude Code, Antigravity);
- **Languages:** Russian (Native), English (B2), German (A2).

Experience

Chulakov — Middle Product Designer

Remote, Jun '25 — Present

Working at a leading design studio on digital products for a major bank, contributing to both creative campaign work and the evolution of core web platforms. Focused on designing user interfaces within an existing design system and developing new components as part of a broader system redesign.

- Designed 8+ campaign landing pages for banking products, some reaching up to 2M+ users and receiving seasonal design awards;
- Contributed to the redesign of the bank's main corporate website, designing and documenting components for a new design system;
- Redesigned existing product pages within the current design system, improving structure, clarity, and visual consistency;
- Delivered design solutions within strict client, technical, and timeline constraints, balancing business requirements and usability;
- Participated in multiple tenders, developing creative concepts and visual directions for competitive pitches.

Nastart Agency — Junior UX/UI Designer

Remote, Sep '24 – Jul '25

Worked at a full-cycle agency on B2B and e-commerce websites — improving UX, conversion, and interface consistency. Redesigned a wholesale platform (+10% page depth, +18% add-to-cart), conducted UX research, structured complex content and collaborated closely with developers while managing multiple projects.

Spans Agency — UX/UI Designer Intern

Remote, Jun '24 – Aug '24

Selected for a competitive part-time internship and contributed to building an MVP for a marketplace of archival design materials — conducting research, designing end-to-end user flows and prototypes and improving search efficiency (-17% time-to-find) through iteration and testing.

AppCake — UX/UI Designer Intern

Remote, Mar '23 – May '23

Improved cart and checkout experience for a food delivery app by optimizing user flows, conducting UX research and designing/tested prototypes — resulting in a ~10-12% reduction in drop-off.