

Amgel Dorje /
Amgalan Dorzhiev

Product designer

Digital Product Design,
UX/UI

Currently in Tbilisi, Georgia

Skills

- Digital Product Design
- UI/UX Design
- UX Research
- Web Design
- Visual Identity
- Communicational Design
- Print Material Design
- Calligraphy
- 3D Design
- Motion Graphics
- Generative Graphics
- Sound Design

Contact

Email

amgeldorje@gmail.com

Web-site

amgeldorje.xyz

Telegram

@amgel_dorje

Social Media

@amgel_dorje

Product & UX/UI designer, fixated on thorough research, cross-disciplinary exploration, and effective communication.

Originally from Buryatia, I bring a culturally sensitive perspective to my work. I have experience collaborating with early-stage startups, including in the AI sector, helping translate complex technologies into intuitive and engaging user experiences.

Beyond product design, my skillset spans calligraphy, branding, 3D & motion — allowing me to work fluently across mediums and weave functionality and emotion into effective, yet resonant solutions.

Work Experience

Product & Brand Designer at Feely (Remote | NY & Serbia)

Oct 2024 – May 2025

- Designed digital products and UX/UI for fast-growing tech startups, including Scade Pro, a multi-modal AI platform.
- Boosted main page conversion 5x within 2 months for Scade Pro; maintained a 3x increase even during following periods.
- Collaborated closely with the Scade's product team to optimize user flows, improve paywall placements, introduce new features, and enhance onboarding experiences, all within an established design system.
- Improved product engagement by enhancing communication of core benefits and user value.
- Acted as a bridge between design and development teams for smooth execution and high-fidelity results.
- Created motion design assets and micro-interactions to elevate product experience.
- Led the end-to-end rebranding of Rare Assembly, an LA-based high-end corporate gifting agency serving major U.S. companies.
- Collaborated directly with founders, developers, marketers, and stakeholders to align design with strategic goals.
- Facilitated an internal 3D design masterclass for Feely team to boost collective skillset and creative output.

Independent Cross-disciplinary Designer (Remote)

Dec 2019 – Oct 2024

- Designed UX/UI for digital products, from wireframes to final interfaces. (Furai app | Chessy)
- Conducted UX research through interviews, surveys, and usability testing to create more effective designs.
- Developed visual identities for brands, including logos, typography, and color schemes. (Furai | Vernye Druzya | Zagarbazzh | Bezma | Chessy)
- Created website designs and handled front-end development using HTML, CSS, JavaScript, Webflow, and Readymag.
- Designed and formatted long-form documents such as books, magazines, and reports. (Visual Research "Emotion Through Calligraphy")
- Created 3D models and visualizations using Blender and Cinema 4D, and integrated them into projects. (Chessy | Space Calligraphy)
- Designed, programmed and integrated real-time visual effects & generative graphics with Touchdesigner. (Furai app | Me.Moment.Universe)

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Software

→ Figma
→ Adobe Ps, Ai, Id
→ AE, DaVinci Resolve
→ Blender, Cinema 4D
→ Ableton Live 11
→ Touchdesigner
→ Spark AR Studio
→ Readymag, Webflow
→ Visual Studio Code, Github
→ ChatGPT, Midjourney

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Side Activity

Mixed Media Artist

Sep 2021 – Now

→ Developed and executed calligraphy designs using various tools and materials such as pens, brushes, inks, and paper.

([Death. Bardo. Birth. Life.](#) | [Dark — Light](#))

→ Captured and edited photographs using various techniques and equipment, including digital and film cameras, lighting, and post-production software.

([Death. Bardo. Birth. Life.](#) | [Villain-self](#))

→ Created immersive art experiences through the integration of light and sound elements with interactive technologies such as sensors, microcontrollers, and programming languages, using Touchdesigner. ([Me. Moment. Universe.](#))

→ Created audio installations and performances that explore the relationship between sound and space, using a range of techniques such as field recordings, sampling, and sound synthesis, using AbleTone Live.

→ Used AR (Augmented Reality) technologies to create interactive and immersive art experiences, integrating virtual and physical elements.

→ Developed visual concepts and designs for various media such as film, games, or advertising, including character design, environment design, and storyboarding.

([Is death the End?](#) | [Chessy](#))

→ Created original comic book illustrations and storylines, including character design, panel layout, and dialogue.

→ Created original fashion designs and accessories using various techniques and materials.

Exhibitions

Feb 2023 [Art on Loop IV at The Holy Art Gallery](#) (London, UK).

The photo calligraphic series "Death — Bardo — Birth — Life" were exhibited.

Education

2019 – 2023 Bachelor Degree of Design and Promotion of the Digital Products
at [HSE ART AND DESIGN SCHOOL](#)

Moscow

Projects and visuals
are available on [amgeldorje.xyz](#)

Thank you for reading the CV!
Feel free to contact for questions.