### **Dmytro Dvornichenko**

Product designer focused on complex workflows for Al & data-heavy B2B SaaS. Fluent in English (C2), native in Ukrainian. Working hours: CET±2; flexible to EST.

hi@dvornichenko.design · Website · Linkedin · Kyiv, Ukraine

# Work experience

**Datrics** • **Lead Product Designer, Web** • Remote (USA) • Apr 2024 – Present Leading design for an Al-driven Analyst Builder platform (analytics & automation).

- Redesigned Analyst Builder and onboarding to reduce time-to-first-insight from 18–20 min to 4–6 min; activation up
   ~15–25% within 60 days
- Shipped 15+ features (core playground, onboarding setup, sharing/export) used in 8+ enterprise pitches; helped sales close 5+ deals with improved product-led demos
- Improved demo to signup conversion by ~10–20% by partnering with marketing/sales on demo flows and attribution
- Modernized brand & site; clarified value propositions for data/AI buyers, improving messaging and demo request quality

Cinderblock • Lead Product Designer, Web • Remote (USA) • Feb 2023 – Mar 2024 Led product design for a Job-management SaaS for contractors/small businesses

- Halved estimate flow steps (14+ to 7) and cut completion time ~35–45%; support tickets with "estimate" and "invoice" mention reduced 30–40% across three releases
- Built an AA design system documented in Storybook, leading to new screen build time reduced from 16h to 9h
- Reduced late-stage negotiation friction and accelerated deal closes (backed by CEO feedback from customer calls)

**WOMBI** • Founding Product Designer, Web • Remote (EU) • May 2022 – Jan 2023

Owned design and helped to shape early product strategy for an attribution & analytics for web3-native marketing

- Shipped attribution analytics UI unifying on-chain and off-chain signals; integrated GA4/Segment and wallet providers
- Delivered Tailwind-based UI kit; shortened front-end cycle time −25–35% and standardized patterns for scale

**GlobalLogic** • **Design Technology Lead, CEE** • Ukraine • May 2019 – Apr 2022 Scaled design maturity across the region; coached and aligned 30+ designers

- Improved hiring loop & reviews for 200+ org; Time-to-fill reduced from 45 to 30 days (across 20 vacancies)
- Reusable design system / patterns adopted across 5 accounts; Introduced DS governance (linting, review gates); average design cycle time decreased to 25–40%; cross-team UX audits reduced critical UI defects to −40%
- Supported presales with discovery/vision sprints used in multiple enterprise wins

GlobalLogic • Lead UX Designer, Web & Mobile • Ukraine • Apr 2018 – Apr 2019
Led UX concept for Portfolio Management platform; secured multi-year contract; first release delivered in ~9 months

 Delivered 5 core features for a Clinical Form Management platform; revamped design process, enabling an additional contract and team expansion

**MOSST** • Lead Product Designer, Web & Mobile • Ukraine • May 2017 – Mar 2018 Led end-to-end redesign for mPOS mobile reader app (iOS/Android)

Plarium • UX Designer, Browser games • Ukraine • May 2014 – Apr 2017

Owned feature UX for large-scale strategy titles; contributed to cohort D7 retention improvements

**EPAM** • **Senior UX Designer, Web** • Remote (USA), Ukraine, Ireland • Feb 2013 – May 2014 Led UX, reduced mobile drop-off on core steps (Ryanair); Delivered UI for customizable dashboards (Kantar)



Turumburum • UX Designer, Banking & E-commerce • Ukraine • Jan 2011 – Feb 2013

Delivered full lifecycle design for fintech mobile banking and responsive e-commerce interfaces

Meta.ua • UI Designer, Web • Ukraine • Jan 2008 – Sep 2008

Prototyped and designed portal sections and SMB promotional materials

#### Education

Kharkiv National University of Radio Electronics • Ukraine • 2010-2014

B.S., Telecommunications

Kharkiv Patent & Computer College • Ukraine • 2005-2009

B.S., Computer systems and networks service

## **Mentoring & Publications**

- Public talks on design systems, mentorship, and career growth (2019–2025)
- Mentor @ UX Design Medium (Projector Institute, 2021)
- Teacher, Web Design @ DASH! (Children Architecture School, 2021)

## **Key Skills & Areas of Expertise**

#### **Product Strategy & Leadership**

Product Strategy, Product Vision, Strategic Planning, Roadmapping, Design Management, Mentorship & Coaching, Stakeholder Management (Executive & C-suite), Prioritization Frameworks, Business Alignment (OKR), Remote Team Leadership, Design Governance

#### **UX Research & Design**

User Research (Qualitative & Quantitative), User Interviews, Jobs-To-Be-Done, Journey Mapping, Information Architecture, Interaction Design, Prototyping, Usability Testing, A/B & Multivariate Testing, Design Thinking Workshops, Heuristic Evaluation

#### **Execution & Operations**

End-to-End Product Design, UI & Visual Design, Design Systems (Development & Governance), Component Libraries & Tokens, Agile/Scrum Integration, Lean UX, DesignOps, Design-to-Dev Handoff, Design Documentation, Accessibility (WCAG, FDA), Localization

#### **Tools & Technologies**

Figma, FigJam, Framer, Webflow, Adobe Creative Suite, Miro, Notion, Jira/Confluence, Google Analytics, Amplitude, Mixpanel, SQL, HTML5/CSS3, React, ChatGPT, Claude, Gemini, Midjourney, Cursor, v0

### **Domain Expertise**

B2B SaaS, Al/ML, Analytics & Data Products, Fintech, Healthcare, E-commerce, Marketplaces, Growth & Conversion Optimization, Web Applications, Mobile (iOS/Android), Game Interfaces

#### **Current Learning & Exploration**

JavaScript/TypeScript, React (for improved technical collaboration); CSS Animations, GLSL Shaders, p5.js (creative coding exploration); Replit, Cursor, Lovable (evaluating efficiency gains)

Last updated: 09/2025