Nadi Epina

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SUMMARY

User Experience & Product Designer with a strong background in **UX/UI design**, **user research**, **and design systems**. Passionate about **scalable**, **intuitive digital experiences** and enhancing financial technology products through **user-centered design**. Proficient in **Figma**, **prototyping**, **usability testing**, **and front-end collaboration**. Completed **UX/UI Design Boot Camp at UC Berkeley (2024)**. Seeking to contribute to SoFi's **Pacific design system** and improve user experience in financial services.

EXPERIENCE

Embily - UX/UI Designer & Researcher | 2022—Present

Embily is a global fintech company providing seamless crypto payment solutions. The platform simplifies transactions between fiat and digital assets for users worldwide.

- Conducted 400+ user interviews and usability tests, informing data-driven product decisions.
- Designed interactive prototypes and wireframes for web & mobile applications.
- Improved product accessibility and visual consistency through design systems.
- Collaborated with engineers to ensure **seamless implementation** of design components.

Embily (Remote / New York, USA) - Project Manager | 2021-2022

- Conducted user research & usability testing to optimize fintech product workflows.
- Designed and tested **new UI patterns**, increasing engagement by **20%**.
- Worked closely with engineers to refine and implement design updates.

Effebot (Europe, Hong Kong, Russia) - Product Manager | 2015-2020.

Effebot is a global SaaS company offering Al-driven voice messaging solutions for businesses, optimizing customer outreach and engagemen

- Led customer development projects and extracted user insights for product iterations.
- Designed and implemented UI updates, improving retention and engagement.
- Worked with designers & developers to **streamline UX flows**.

EDUCATION

- UX/UI Design Boot Camp UC Berkeley (2024)
- Bachelor of Science in Accounting Perm State National University (2014)
- Global Leadership Program (GLO) UC Berkeley (2021)

TECHNICAL SKILLS

- Design & Prototyping: Figma, Sketch, Adobe XD, Illustrator, Photoshop
- Design Systems & UI Components: Figma Components, Tokens, Atomic Design
- User Research & Testing: Usability Testing, A/B Testing, Interviews
- Development Basics: HTML, CSS, JavaScript (for collaboration with engineers)