

Anna Malinina, UI/UX designer

CONTACTS

[Portfolio](#) [Telegram](#) [LinkedIn](#) annyone.vbg@gmail.com +7 921 38 38 133

ABOUT ME

Product designer with 11 years of experience in IT: design, QA, development. I specialize in creating complex, high-load interfaces and scenarios in the B2B segment (CRM, analytics). I generate ideas to enhance products, simplify scenarios, modernize design systems, and develop design processes.

WORK EXPERIENCE

07.24 — Present Product Designer, Axel Pro

LogIQ — a web application for monitoring and analyzing system logs and handling security incidents. I implement new scenarios and improve existing ones, support and develop the design system, present my solutions within the team, and conduct design reviews of features after development.

- I revamped the main section of the product post-MVP: based on feedback, the interface became simpler and more accessible for users, with SUS increasing by 18 points.
- I enhanced the design system: modernized key components and the token system, speeding up team workflow.
- I developed UI guides and patterns, standardized user scenarios, and reduced the time for creating new features and development — the number of UI bugs after design reviews decreased by 19%.
- I optimized the design review process: implemented JIRA for tracking comments, speeding up feature reviews.
- I created a Figma plugin for quickly identifying common errors in layouts.

02.22 — 07.23 UI/UX Designer, Darts Federation (freelance)

I developed a tournament management system from scratch — a web application primarily used on desktop devices, partially on mobile.

- I conducted interviews and gathered requirements, designed user scenarios and interfaces, and presented solutions to the client.
- Most manual tasks were automated, reducing errors.
- User scenarios became sequential and logical, and the interface became more modern.

02.22 — 07.23 UI/UX Designer, Freelance

I worked on small volunteer and friendly projects.

- I conducted a usability audit for a foundation's website — evaluated the site based on key usability principles, compared it with similar sites, and provided improvement recommendations.
- I redesigned a website for a detailing studio and implemented it on Tilda.
- I redesigned a page for an NGO.
- I participated in the Pyrobattle 2023 competition.

EDUCATION

2024 Course "Tables and Other Joys", Igor Shtang

2024 Intensive "UX Boost", Creative People and Numbleteam

2024 Course "UX Designer", Skillbox

2023 Intensive "UX Boost", Creative People and Numbleteam

2012 Engineer (Department of Computing Machines and Programming), GUAP

SKILLS

Figma, design thinking, UX research, Confluence, ChatGPT, After Effects, Miro, HTML&CSS

LANGUAGES

Russian — native

English — B1