Anton Kovtoniuk

UX & Product Designer

UX and product designer based in The Hague, Netherlands specializing in research analysis, stakeholder communication, concept presentations, user interviews and user testing.

My Portfolio:
kovtoniuk.netlify.app

> Contact me

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> Soft skills

Communication
Adaptability
Teamwork
Attention to Detail
Presentation Skills
Problem Solving

> Languages

English – C1+
Russian – Native
Dutch – A2

About me

I am currently seeking a full-time job as a UX or Product Designer to apply and develop my skills while working on a project with real impact. As an eager, versatile, and adaptable individual, I can contribute to various stages of the product cycle and help take a product from early conceptualizing to launch.

Experience

FEBRUARY 2025 — JULY 2025, BOXMEER, NETHERLANDS

UX Design Intern | Marel Poultry B.V.

Redesigned the **SmartBase Machine Comparison Tool** and transformed it from a proof-of-concept into a fully featured **scalable and responsive Figma design** for a role-driven overviewing and monitoring dashboard that would help **streamline workflows of plant and maintenance managers**, as well as internal troubleshooting employees.

Conducted numerous **semi-structured interviews**, **expert reviews** and **user tests** with Marel's R&D teams and their international clients, used an **empathy-forward approach** to provide Marel with a **clear roadmap and implementation plan** for the new Comparison Tool.

OCTOBER 2024 — FEBRUARY 2025, AMSTERDAM, NETHERLANDS

UX Designer | Project Smart Society for Hollandse Luchten

Developed and presented a multi-faceted project for air quality awareness among Dutch youth, including a "Marathon for awareness" initiative with a **strong brand identity** and **sustainable merchandise**, as well as a **fully featured hi-fi Figma prototype** for a fitness tracking app with additional air quality tracking and newsfeed functionality, as a part of a 5-person team.

SEPTEMBER 2023 — JANUARY 2024, ZOETERMEER, NETHERLANDS

Lead Writer, Lead Composer | Gummy Games

Wrote, directed and published a fully featured game demo with an 8-person team for a full-time game jam–style Game Design Minor at The Hague University.

Showcased strong **teamwork and directing skills by** managing the creative direction of the project within a Scrum-style framework, helped organize and conduct numerous **presentations** and **user-testing sessions**. Showed versatility by actively participating in multiple areas of development, such as **character design**, **music writing**, **testing** and **programming.**

My Skills

UX Design • UX Research • UX Writing • Usability Testing • User Testing • User Interviews • User Research • User Personas • Wireframing • Low Fidelity Prototyping • High Fidelity Prototyping • Scrum • Agile • Lean UX • Affinity Diagramming • Expert Review • Storytelling • Storyboarding

Apps & Software

HTML5 • CSS / SASS / SCSS • JavaScript • P5.js • Python • Figma • Adobe XD • Adobe Creative Cloud • Adobe Lightroom • Miro • Trello • Scrumwise • Notion • WordPress • Microsoft Office (Word, PowerPoint, Excel) • Microsoft SharePoint • Onshape • Overleaf • FL Studio

Education

MAY 2022 – JULY 2025, THE HAGUE, NETHERLANDS

The Hague University of Applied Sciences | User Experience Design

Completed interactive courses on **UX Research** and **UX Design**, **Human-Computer Interaction**, **Programming**, **Psychology**, **Collaborative Communication**, **Project and Business Management**, etc.

Participated in numerous projects with external companies as well as university research groups, building experience with writing **research proposals** and **design directions**, creating **personas**, **user profiles**, **wireframes**, lo- and **hi-fi prototypes** in **Figma** and **Adobe XD**, managing **stakeholder communication** and **presenting results**.

Attended design-focused seminars and events, such as the Dutch Design Week, Agency at Night, and more.

SEPTEMBER 2021 – MAY 2022, ST. PETERSBURG, RUSSIA

ITMO University | Humanities & IT

Studied for a year before relocating to the Netherlands.

The course focused on **Data Science-related programming**, including **Algorithm Studies** and **Python Programming** with an emphasis on **Data Analysis and Visualization**.

Additionally, I gained experience with **Cisco networking software** and learned 3D modelling using **digital CAD tools**.