



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:

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> 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 Product Designer or adjacent that would help me apply and develop my skills while working on a project with real impact. As an eager, versatile, and adaptable individual, I strive to work in an environment that allows me to collaborate with an active team while contributing to various stages of the product cycle.

Experience

FEBRUARY 2025 – JULY 2025, BOXMEER, NETHERLANDS

UX Design Intern | Marel Poultry B.V.

Worked with Marel's R&D teams and their international clients to redesign the **SmartBase Machine Comparison Tool**, transforming 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 an empathy-forward approach to provide Marel with a **clear roadmap and implementation plan** for the new Comparison Tool.

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

The course focused on various aspects of **UX Design**, including **UX Research**, **User Research and Testing**, and **Human-Computer Interaction**. It also covers **Project and Business Management**.

I've learned numerous creative design techniques and gained experience with digital tools like **Figma** and **Adobe XD**. Additionally, I've worked with teamwork frameworks such as **Scrum** and dabbled in **Web Design & Programming**.

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**.