



Résumé of Product UX/UI designer

ANASTASIIA BINSTED

I design web and mobile products that are easy to understand and use. Experienced in B2B software, SaaS products, and AI startups, with a focus on making complex processes simple and ensuring designs are technically feasible.

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Recent experience

Product Designer at [Logic Solutions GmbH](#) · Mar 2024 - Sep 2025

B2B Transport Management System for logistics · Germany · On-site

- Designed and launched logistics management software, replacing outdated systems and cutting processing time and costs.
- Created simple workflows for teams to use the platform without training.
- Automated customs clearance and duty calculation, reducing manual work and errors by 40%.
- Conducted interviews and A/B tests to improve task handovers and daily workflows.
- Defined and prioritized features with product and engineering across multiple projects.
- Used HTML, CSS, and JavaScript knowledge to test features and ensure realistic designs for developers.

Product Designer at [Globus.ai](#) · Oct 2023 – Jan 2024

SaaS HR software for agencies · Norway · Internship · Remote

- Redesigned the candidate experience, shaping a new product vision.
- Fixed 10 key user pain points through 52 design improvements.
- Built UX flows and a Service Blueprint for smoother navigation.
- Delivered 30% of final mockups and secured stakeholder alignment.
- Ran 6 usability tests to validate 15 product hypotheses.

UX/UI Designer Intern at [SoloOs](#) · Sep 2023 - Oct 2023

Early-stage AI startup building a mobile platform for entrepreneurs · USA · Remote

- Designed onboarding and core screens to validate early product ideas.
- Collaborated with the founder to shape user journeys and align design with goals.
- Built clean, intuitive UI for solo founders managing tasks and goals.
- Delivered fast design iterations in a feedback-driven startup environment.

Education

Jan 2023 - Dec 2023 · **Product Designer** at **Bang Bang Education, Design Bootcamp**

2022 · **Java Script Algorithms and Data Structures** at **Free Code Camp**

2022 · **Responsive Web Design** at **Free Code Camp**

2012 - 2018 · **Foreign Languages, Literatures and Linguistics** at **Perm State University**

Skills

Design:

User interfaces · Concept sketches · Wireframes · Sitemaps · User flows · Style guides · Design systems

Research:

Competitive analysis · User interviews · Surveys · UX personas · Empathy maps · A/B & usability testing

Prototyping:

Rapid prototyping, animating & creating interactions

Collaboration:

Facilitating design critique · Self-starter · Detail oriented · Flexible · Communicative

Tools

Figma, GitHub, Miro, Slack, Webflow, Photoshop, Lightroom, and various AI tools for design, research, and daily workflow

Languages

English · Proficient
Russian · Native
German · Basic conversational
Hebrew · Elementary