

# Maryna Manhura (Hovorova)

Sr. Product Designer - Kyiv, Ukraine

## Summary

I am a product designer **with 5+ years of experience** developing products ranging from web-based platform and enterprise software. For the last 3 years I've been working on complex web app in oil&gas domain and working with **data visualization**.

## Work experience

### Corva • Sr. Product Designer • May 2022 - Current

Sr. Product Designer Jun 2024 - Current

Product Designer May 2022 - Jun 2024

At Corva, I designed analytical dashboards and applications for the oil and gas industry, improving operational efficiency and solving key user challenges.

- Created **real-time drilling dashboards** to monitor and optimize drilling performance, ensuring users had access to up-to-date and actionable insights.
- **Developed a suite of applications** to solve diverse user challenges, enabling data-driven decision-making across various workflows.
- Improved **global interface issues** by identifying pain points and implementing scalable design solutions, enhancing overall user experience.
- Contributed to the **platform-wide design system** for consistency and scalability
- **Focused on solving complex, industry-specific problems** through user-centered design, delivering tools that empowered engineers and stakeholders to streamline operations and improve outcomes.

This work required close collaboration with cross-functional teams, strong analytical skills, and a deep understanding of user workflows to deliver intuitive and impactful solutions.

### Platmaster • Designer Lead • May 2020 - May 2022

Designer Lead Jul 2021 - May 2022

Product Designer May 2020 - Jul 2021

At Platmaster, I led the design of a complex trading system for managing purchases and sales between legal entities and individuals.

- Headed the **design strategy** and implemented a scalable **Material Design System**.
- Created data-driven wireframes and **user-friendly interfaces**.
- Iterated designs based on **user testing** and client feedback.
- Developed interactive **prototypes** to align teams and streamline workflows.

Focused on simplifying complex processes and delivering a seamless user experience.

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*don't lietoyourself*

## Skills

### Design

- Data Visualization
- User Experience (UX) design
- User Interface (UI) design
- Interaction design
- Prototyping
- High/Low fidelity design
- UX principle
- B2B/B2C
- Design Thinking
- Design systems
- Responsive design

### Research

- User Interviews
- User Behavior design
- Usability testing
- User Flows
- User research
- User Testing
- UX strategy and planning
- Service blueprints
- Empathy mapping

### Visual design

- Typography
- Visual guidelines
- Layout design
- Aesthetic sense

### Tools

- Figma
- Sketch
- Invision
- MixPanel
- Adobe creative suite
- Miro
- Notion
- Jira
- Google/Microsoft workspaces

### Collaborations

- Multi-disciplinary teams
- Collaborating with PM/Developer
- Self Manage
- Cross-disciplinary teamwork
- Advocating design feedback

## Education

Igor Sikorsky Kyiv  
Polytechnic Institute

Bachelor's Degree, Sociology  
2015 - 2019

### Nielsen Norman Group

- Discovery: Building the Right Thing  
2024

## DealogX • Designer Lead • May 2020 - May 2022

Designer Lead Jul 2021 - May 2022

Product Designer May 2020 - Jul 2021

At DealogX, I designed an intra-product messenger for organizing negotiations between bidders, delivering seamless experiences across both mobile and web platforms.

- Developed intuitive UI/UX solutions for **iOS mobile applications**, incorporating best practices to optimize user workflows.
- Created responsive web designs, ensuring a consistent and engaging experience across all devices.
- Focused on enhancing **usability** and visual clarity to support effective communication and collaboration for bidders.

My work balanced user needs with business goals, resulting in a clean, functional, and user-centered design.

## 4PI Digital • UI/UX Designer • May 2019 - May 2020

- Designed and developed engaging **landing pages** and **websites** using **Tilda**.
- Created **icons, illustrations, logos, banners**, and other visual elements to elevate brand identity.
- Prepared compelling **presentations** to showcase ideas, concepts, and deliverables to clients.

## Projector

- Data Tables in Figma - Workshop 2023
- Figma Autolayout - Workshop 2023
- Smart Interface Patterns 2021
- UX Design Middle 2021
- UX Design Beginning 2020
- Mobile Apps Design Beginning 2020

## ITEA

- Graphic Design Basic 2019
- UX Design 2019
- UI Design 2018

## Language

- Ukrainian Native
- Russian Native
- English Upper-Intermediate