

Jury Alyavdin
Lead Product Designer
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About

I've spent over twelve years as a Digital Product Designer, crafting solutions for both enterprises and startups. Expert in designing complex systems and conducting strategic analysis, I thrive in cross-functional collaboration. My track record spans steering design projects from concept to completion, always emphasising a deep-rooted culture of design excellence at the core of every operation.

Experience

Impress

Lead Product Designer
June 2020 — Current

Founded the design and research wing at Impress, a leading European orthodontic startup. Enhanced product-stakeholder communication and ingrained a design-centric culture within the company.

Yandex

Lead Product Designer
March 2017 — June 2020

Pioneered a mobile app branch that quadrupled revenue, becoming the core of the e-commerce unit within this tech giant. Headed the mobile design department.

Rambler Group

Senior Product Designer
May 2016 — March 2017

Initiated three new media platforms and augmented ad revenue across 12 established media services for this major Russian media conglomerate.

Zvooq

Product Designer
April 2016 — May 2016

Introduced a service that integrated leading Russian streaming content onto partner platforms, enhancing service reach and audience engagement.

Webinar

Product Designer
February 2015 — April 2016

Teamed with a digital agency to revamp and expand the product range for Russia's premier video streaming service. Innovated a B2B online course service from inception.

Zelenski

Product Designer
December 2013 — February 2015

Elevated user experiences across eight travel platforms for this standout industry leader in travel solutions.

Education

Yandex Courses

Public speaking
2019

Yandex Courses

Jobs to be Done: Theory to Practice
2017

Yandex School of Data

Analysis
Designing mobile apps
2017

Microsoft

Microsoft Inclusive Design, Industrial and Product Design
2016

Moscow State

Technological University
Specialist Diploma in Engineering
2008 — 2013

Hight School №32 with

advanced study of English
Foundation education
1997 — 2008

Skills

Product&Strategy

Aligning business objectives with its customer needs

Research

Pinpoint user pain points and ideate potential solutions

Prototyping

Validate hypotheses with customers through iterative fidelity stages

Information Architecture

Organising content and establishing intuitive navigation

Technology&Data

Apprehending web and mobile development environment

Data-driven approach

Gauge project success through meticulous data analysis