Jury Alyavdin
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About

A Barcelona-based Digital Product Designer with ten years of experience in developing business-oriented products that help advanced enterprise companies and startups achieve their goals and grow faster. Passionate about gathering information from different sources into one clear picture and making complex systems easier to use.

Experience

Impress
Lead Product Designer
June 2020 — Current

I am building a design and research department in the European leader in the orthodontic sector startup. My main focus is clarifying expectations between the product team and stakeholders and bringing the design culture to the company's environment.

Yandex
Senior Product Designer
March 2017 — June 2020

As a member of the experimental team, I found the PMF for the branch of the mobile application that increased revenue four times and made it mainstream of the whole e-commerce business unit in the giant technology company.

Rambler Group
Product Designer
May 2016 — March 2017

Launched three new media platforms and increased the revenue from ads in 12 existing media services in major media holding in Russia.

Zvooq
Product Designer
April 2016 — May 2016

Launched a service for using the content of one of the leading Russian streaming services on partner resources to increase the coverage of the service audience.

Webinar
Product Designer
February 2015 — April 2016

In collaboration with a digital agency, relaunched and scaled the product line for the most famous Russian video streaming service.

Zelenski
Product Designer
December 2013 — February 2015

Improved user experience across eight travel services for one of the industry leaders 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
Defining goals and needs of the customers and business

Research
Identify pains and problems and come up with possible solutions

Prototyping
Testing workflow on users at each fidelity step

Information Architecture
Organizing and structuring content of services

Technology&Data
Understanding web and mobile development environment

Data-driven approach
Evaluating project success based on data