Igor Lemeshkin

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Product visionary guiding users through complexity into clarity • UI Engineering Background • Designing for Growth

Product designer with 8 years of experience in UX, UI, and frontend engineering. Focused on 0→1 product launches, scalable design systems, and fast delivery without sacrificing pixel-perfect quality and time. Proven record of leading initiatives that drive growth and set industry standards. Fluent in dev collaboration, with hands-on React and Figma experience.

WORK EXPERIENCE

iMusician · Berlin (Remote)
Senior Product Designer   **Jan 2020 - Present**

- Owned end-to-end design of all products along the company's shift to SaaS, directly contributing to €1.8M in revenue, €61K MRR, a 73% retention rate, and LTV growth.
- Delivered an elegant AI-powered solution to a complex music mastering problem within 6 weeks, driving 4× revenue growth in comparison to legacy version.
- Designed and implemented Artist Hub - a no-code site builder used by 10K+ users with 40% conversion rate to subs; owned iterative improvements to pages customization based on direct user feedback.
- Built a custom icon library with high-quality assets scaled across marketing and product teams, ensuring consistent brand image and quick collaboration process.

UI Engineer   **Nov 2017 - Jan 2020**

- Built and maintained a scalable React component library, forming the foundation of the company's complex design system.
- Designed and implemented complex user flows using UX research and data analytics, optimizing touchpoints and reducing friction throughout the platform.
- Bridged design and engineering teams to ship production-ready features with tight Figma-to-code alignment.

Uniyo · San Francisco (Remote)
iOS Engineer   **Mar 2017 - Nov 2017**

- Designed and shipped a cross-platform messaging app for students, focused on enhancing campus communication and learning communities
- Led UX, UI, and motion design for chat and content-sharing flows, delivering a smooth and engaging mobile experience
- Translated user feedback from teammates and internal research into actionable product improvements.

EDUCATION

Bachelor in Business Informatics
Higher School of Economics • Moscow   Sep 2014 - Jul 2018

Won regional hackathons in app design and development. Taught web design workshops to fellow students. Started side projects under mentorship of Miro's future CEO. Explored design from UX flows to typeface creation.

AWARDS & SCHOLARSHIPS

Leaders of Digital Hackathon - 1st Place   Jul 2019
Leaders of Digital Hackathon

Qiwi Universe - 2nd Place   Jun 2019

Qiwi Universe

Microsoft Imagine Cup (Regional) - 1st Place   Nov 2015

Microsoft

SKILLS

- **Process:** Brainstorming, Cross-functional Collaboration, Customer Journey Mapping, Rapid Prototyping, Storytelling, Systems Thinking, User Research, Wireframing

- **UX / UI:** Experience Design, Icon Design, Interaction Design, Microinteractions, Motion Design

- **Design Systems:** Components, Documentation, Libraries, Responsive Design, Tokens, Variants

- **Product:** A/B Testing, Conversion Optimization, Growth Design, MVP, Ownership, Product Strategy

- **Frontend:** Astro, CSS, HTML, JavaScript, Lottie, React, TypeScript

- **Tools:** Adobe Suite, ChatGPT, Figma, Framer, GitHub, Jira, Midjourney, Notion

- **Frameworks:** Agile, Crystal, Scrum

VOLUNTEERING & LEADERSHIP

Higher School of Economics   Sep 2018 - Dec 2018

Junior Lecturer

Delivered a React / React Native course that educated first- and second- year students on modern web and mobile development practices