

Igor Lemeskin

Senior product designer blending UX, UI, and code to build scalable, high-impact tools people love.

Website

LinkedIn

Dribbble

Behance

hello@irrlmm.me

iMusician

Senior Product Designer

2020 - Current

Berlin, Remote

- Owned design across core products and experiences, from strategy to delivery.
- Led design of a new AI-powered music mastering tool, built to support a 4x revenue increase as the company’s core growth driver. Shipped within 1.5 months through iterative design and rapid prototyping.
- Drove the shift to a subscription model, improving LTV, retention, and revenue predictability.
- Launched Artist Hub, a no-code microsite builder used by thousands of artists; improved satisfaction in major follow-up release based on feedback.
- Built a scalable design system used across 5 products, accelerating delivery and ensuring UI consistency.
- Mentored a junior designer, strengthening team output and velocity.
- Led the product-side rollout of a full company rebrand, updating UX and UI across the platform.
- Continuously refined key workflows like onboarding and checkout, increasing activation and reducing churn.

iMusician

UI Engineer

2017 - 2020

Berlin, Remote

- Built scalable, dev-friendly UI components from scratch, laying the foundation for a consistent product experience and early design system.
- Designed and refined the multi-step music distribution flow to improve usability and reduce drop-off.
- Improved perceived performance and responsiveness by optimizing UI structure and reducing rendering overhead in complex views.
- Bridged design and engineering using Figma and React, collaborating with product and marketing teams to ship user-centric, scalable solutions.

Outline Studio

Lead Designer

2018 - 2020

Saint Petersburg

- Led product and brand design across B2B and fintech projects for startup and enterprise clients.
- Designed and prototyped a digital banking platform for a Singaporean fintech startup, focusing on user security, simplicity, and onboarding.
- Created UX/UI for an internal cloud infrastructure tool used by a leading Russian bank (under NDA).
- Designed a fashion search engine product, supporting the studio’s shift from client work to internal product development.

Uniyo

Mobile App Developer

2017

SF, Remote

- Joined as founding engineer at a 5-person campus startup.
- Built a cross-platform messaging app from scratch using early React Native.
- Designed in Sketch, coded in JS, and shipped a smooth real-time chat experience.
- Rapidly iterated based on student feedback.
- Used motion design to elevate UX and drive engagement.

Education

Higher School of Economics

Bachelor in Business Informatics

2014 - 2018

- Fell in love with software engineering early.
- Won several hackathons.
- Gave lectures on web design and frontend.
- Launched a few pet projects under mentorship from Miro’s future CEO.

Honors & Awards

Leaders of Digital, Semifinals

A mobile application for traveling in Russia, featuring the ability to create offline walking routes.

Jul 2019 / Winners

Qiwi Universe Awardee

B2B2C cross-platform mobile app for businesses seeking to integrate banking functionality.

Jun 2019 / Winners

Microsoft Imagine Cup (Regional)

A mobile application designed for quick, random chats, incorporating gamification techniques.

Nov 2015 / Winners

ACM ICPC Quarter Finals

International Collegiate Programming Contest (ICPC), Yekaterinburg.

Oct 2014 / Winners

Skills

Process

User Research, Wireframing, Prototyping, Design–Engineering Collaboration

UI Design

Motion Design, Microinteractions, Icon Design, Icon Design

Design Systems

Libraries, Components, Variants, Tokens

Product

Strategy, MVP, Growth Design, A/B Testing, Conversion Optimization

Frontend

HTML, CSS, TS, React, Astro

Tools

Figma, Framer, Notion, GitHub, Jira, ChatGPT, Midjourney

Frameworks

Agile, Scrum, Crystal