

Konstantin Baykov

Product designer

usualmember.com • usual.member@gmail.com

WORK EXPERIENCE

Senior Product Designer

Cognite • Full-time • March, 2021 – Present

We create software for oil and gas companies that helps them to identify new oil deposits and exact places of drilling with minimal harm to the environment. Here, I'm leading the design team and also being a core member of the design system team.

Product Designer

Yandex Lavka • Full-time • January, 2019 – February, 2021

At Lavka we deliver groceries within 15 minutes. Here, I was responsible for all product design of maintenance products like Portable Data Terminal app and Warehouse Management System.

Product Designer

Yandex • Full-time • June, 2017 – January, 2019

Yandex is a Russian Google. For more than two years I was responsible for product design of most of the infrastructure services like storage, monitoring and data streaming systems; development tools, and others.

UX/UI Designer

Alfa Bank • Internship • July, 2016 – September, 2016

Designed the feature for money transfer between accounts and cards for the new app for individuals. Also, I took part in the development of an Alfa Bank Design System.

Web Designer

//ATNLabs • Internship • June, 2015 – August, 2015

Worked on web interface design for a B2B product. Besides that, I was responsible for creating graphic elements, icons, and promotional materials; developed design specifications.

Game Designer and Visual Artist

Secret Place Game Studio • Part-time • December, 2013 – May, 2014

Produced all game and visual design for mobile and desktop games, also marketing materials and presentations. With the team, we released the Finger Dodge game and won several local hackathons.

HIGHER EDUCATION

Bachelor's Degree in Applied Informatics

Moscow Technical University of Communications and Informatics, 2014 – 2018

SKILLS

Product design,
Information architecture,
User experience design,
User interface design,
Usability,
Web design,
Mobile design,
App design,
Typography,
Graphic design,
Web development,
Accessibility,
User research,
Interactive design.

TOOLS

Figma,
Sketch,
Zeplin,
Abstract,
Principle,
Framer,
Flinto,
Adobe Photoshop,
Adobe Illustrator.

LANGUAGES

Native in Russian,
Advanced in English.