

LEONID KNIAZEV

Product Designer

I develop web and mobile interfaces. I articulate my thoughts effectively and have experience and skills in public speaking. I quickly process information and am eager to learn. I enjoy reading books, exploring new areas, and striving for self-improvement. I efficiently manage my work time, study time management techniques, can set tasks for the team, and take responsibility for my actions.

London, UK

My website

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JOB EXPERIENCE

Junior Product Designer

12.2022-up to date • 11 mo.

Otkritie Bank

The bank is among the top 5 largest banks in Russia by net assets and the number of active clients.

Product Design Intern

10.2022-12.2022 • 2 mo.

I worked in the Digital department, focusing on redesigning sections of the Internet bank. I developed user experiences, usage scenarios for the bank's products, adaptive web interfaces, and both iOS and Android applications. To showcase results, I often engaged in prototyping.

I was also responsible for maintaining the bank's design system. I worked on designing and creating concepts for the internal portal for bank operators, contributing to its development.

I conducted qualitative and quantitative research, created banners, landing pages, landing stories, pop-ups, graphics, illustrations, icons, advertising creatives, and animations (Lottie). I utilized neural networks in my work, including ChatGPT, Midjourney, and Kandinsky. I actively collaborated with the development team.

UX/UI Designer

03.2022-10.2022 • 7 mo.

DEDEX

[Recommendation Letter](#)

A startup proposing unique operational models akin to a decentralized derivatives exchange.

I worked on designing web application pages, landing pages, and advertising communications. I was responsible for creating and maintaining the UI kit, designing user interaction scenarios, and Information Architecture (IA).

I participated in the development of branding and business presentations. I generated hypotheses for improving the user interface and tested them. Additionally, I created wireframes and prototypes with medium to high detail.

Product Designer

01.2022-03.2022 • 2 mo.

Just submit

My personal project, which evolved into a prototype of a startup, where I had the opportunity to work in a development team.

While working on the project, I created the brand identity and the application from scratch, explored the target audience, conducted qualitative and quantitative research, generated hypotheses for product development. I immersed myself in product processes, personally experiencing the journey of a feature from idea to implementation.

SKILLS

Hard

- Stack: Figma, Adobe Suite, Microsoft/Tilda
- Working with iOS and Android design guidelines
- Developing wireframes and animated prototypes of various levels of detail
- Working with frameworks (CJM, Design Thinking Process, Design Sprint, Personas, User story, User flow, Service Blueprints, Information Architecture (IA), JTBD, Value proposition canvas)
- Composition building, typography, and color work
- Conducting qualitative and quantitative research (Customer Development, Usability testing, interviews, surveys)
- Market analysis and competitor audit (SWOT analysis)

Soft

- Hypothesis generation and validation
- Presentation of work results
- Experience in a development team
- Working with Agile methodology
- Task prioritization skills, time management skills
- Desire to achieve results
- Accountability for decisions made
- Valuing productive relationships within the team

COURSES

*All links are clickable

2023 Google, Coursera

UX Design Professional Certificate

- Foundations of User Experience (UX) Design
- [Start the UX Design Process: Empathize, Define, and Ideate](#)
- [Build Wireframes and Low-Fidelity Prototypes](#)
- [Conduct UX Research and Test Early Concepts](#)
- [Create High-Fidelity Designs and Prototypes in Figma](#)
- [Responsive Web Design in Adobe XD Design a User Experience for Social Good & Prepare for Jobs](#)

2023 Design School
Perasperadastra

UX/UI, the brand identity and 3D

2023 Udemy

[Complete Web & Mobile Designer in 2023: UI/UX, Figma, +more](#)

2023 Udemy

[Web Design in Figma 2023 Pro. Ui-Kit](#)

2022 Udemy

[Figma UI UX Design Essentials](#)

2022 The Gymnasium

[UX Fundamentals](#)

2022 Otus Education

[JavaScript for Beginners](#)

2022 Otus Education

[Product Manager IT-projects](#)

CONTESTS

*All links are clickable

2023 [Career Factory](#)

[Designer Contest in Russia](#)

I secured the **13th place out of 153 participants** (made it to the top 10%) based on the results of two stages (product cases). Designers of all grades participated in the competition.