

Oleksandr Khytruk

Product Designer

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Product Designer with 10+ years of experience creating user-friendly mobile and web apps. Skilled in UX research, interaction and visual design, and prototyping. Experienced in delivering complex enterprise solutions and working with cross-functional teams. Passionate about turning business goals and emerging tech like AI and XR into seamless, accessible user experiences.

[Trinetix Inc.](#)

Nov 2022 - Present

Senior UX/UI Designer

Designing enterprise-level web and mobile solutions for a global client. Key responsibilities and achievements:

- Leading UX/UI design across multiple platforms and domains (collaboration tools, content management systems, reporting dashboards, and immersive XR experiences);
- Translating complex business requirements into intuitive, accessible interfaces;
- Working in cross-functional teams under tight deadlines, from discovery to delivery;
- Prototyping, user flows, and high-fidelity design for both MVPs and mature products;
- Developing concepts for AI chatbot integration within mobile applications to enhance user engagement;

Ensuring high design quality while dealing with enterprise constraints, scaling needs, accessibility (WCAG), and new platforms like Vision Pro.

[Snap Inc.](#)

Nov 2016 - Aug 2022

Lens Production Manager

- Coordination of full Lens production cycle;
- Review progress and evaluate results;
- Communication with Lens concept/3D/video/studio departments;
- Conceptualizing new ideas for companies' requests for the brand development;
- Mentoring and overseeing the work of all departments;
- Responsible for every Sponsored Lens and department productivity statistics.

[Looksery Inc.](#)

Oct 2015 - Nov 2016

Lead Designer

- Managing design department (designers worldwide);
- Special effects design technology research in cooperation with engineering team;
- Managing and developing staff (VFX designers, 2D&3D animators, concept artists worldwide);
- Providing the full cycle of special effect design development from scratch;

[Provectus Inc.](#)

Dec 2012 - Feb 2015

UX/UI Design

- Creating static and interactive wireframes and flow diagrams;
- Delivering pixel-perfect designs across multiple platforms;
- Conducting business analysis and working directly with clients;
- Planning and managing design processes for cross-platform projects;
- Performing usability testing and application reviews;

[Intersog Inc.](#)

Oct 2010 - Dec 2012

UI Design

- Creating pixel perfect applications and web designs;
- Usability reviews and testing;
- Implementing HTML/CSS pages for web sites from PSD source file;

Education

Computer Academy “IT-Step”	2004 - 2010
3D Graphics and UI Design	
Open International University of Human Development “Ukraine”	2005 - 2011
Marketing Master degree	

Skills

Design Skills & Methods

- UX Research, Wireframing, Competitor Analysis
- UI Design, Visual Design, Prototyping
- Design System Development & Management
- Design Documentation
- Accessibility Standards Implementation (WCAG)
- Design QA
- Agile & Scrum methodologies

Tools & Technologies

- Figma, FigJam
- Adobe Creative Suite
- Google Workspace
- Jira, Confluence, Notion, ClickUp
- HTML5/CSS3
- ChatGPT, Claude, Gemini

Collaboration & Communication:

- Cross-functional collaboration
- Communication & presentation
- Business analysis & problem-solving
- Time management & prioritization
- Adaptability & continuous learning
- Facilitation of design reviews and workshops with clients and cross-functional teams
- English: Upper-Intermediate (B2+)

Domain Expertise:

- SaaS (B2B/B2C)
- Healthcare
- E-commerce
- Responsive Design
- Mobile Design (iOS/Android)
- Web Design
- Game Interfaces