YURIY KOSHYK

With 5+ years of experience, I combine design and technical expertise to create impactful digital experiences focusing on business and user needs. As a generalist in multiple domains, I always try to find the right unique approach for every specific case.
Outside of work, I enjoy movies, books, playing basketball, and doing street photography.

PROJECT EXPERIENCE

APOLLO.IO   [B2B, AI, Sales, Enterprise, Web, SaaS]
Role: Senior Product Designer

Go-to-market platform for sales and marketing teams to find and engage leads.

WORKRAMP   [B2B, EduTech, Enterprise, AI, LMS, SaaS]
Role: Senior Product Designer

All-in-one learning platform for employee training, onboarding, and enablement.

EVENTPOS   [B2B2C, Fintech, Entertainment, IOS, Android, Mobile SaaS]
Role: Product Designer

Award winning mobile payment solution specifically designed for events.

WORK HISTORY

SENIOR PRODUCT DESIGNER
KOSH | Freelance | Mar 2020 - Present

· Delivered 15+ projects, focusing on UX/UI design to drive business growth and user satisfaction;
· Led full design research cycles, including user research, prototyping, and usability testing;
· Created high-performance digital products aligned with business metrics;
· Monitored KPIs to optimise designs based on user feedback and data-driven insights.

HEAD OF SYSTEMS & IT (CTO)
DF Druckluft-Fachhandel GmbH | Full-time | Aug 2023 - Jul 2024

· Led the tech side of a multi-million dollar e-commerce company;
· Increased company revenue by 10% in first months with optimization of UX and system processes;
· Effectively managed internal cross-functional team + 4 external partner companies;
· Implemented the Agile methodology in the majority of the departments;

UX/UI DESIGNER & DEVELOPER
Heimdal Data ApS | Full-time | Dec 2022 - Jul 2023

· Adhered to design standards and collaborate with stakeholders;
· Developed user-friendly interfaces with a focus on user experience;
· Wrote clean and scalable code that increased product performance;
· Conduct user research and gather requirements for the design process;
· Brought creative design trends and new technologies to the company's projects.

Stuttgart, Baden-Württemberg, DE

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PRINCIPLES

Interaction Design
Visual Design
Design Systems
Prototyping
Material Design
Human-Centered Design
Heuristic evaluation
Product Thinking
Usability Testing & A/B Testing
User Research

TOOLS

Figma, ProtoPie, Hotjar
Adobe Creative Suite, Blender, Rive
Google Analytics, PowerBI, SQL
HTML5, CSS3, SASS
JavaScript, TypeScript, React, Next.js
GSAP, Famer Motion, Tailwind
Webflow, Framer, Prismic

AWARDS

The Best Android and IOS App Designs
Best Design Awards by DesignRush

Best Innovation and Creativity
Big Pitch Competition

EDUCATION

UX Design Medium
Projector Institute

Frontend Developer
IT School GoIT

Media Communications Diploma
Humber College

Foundation in Computing
Bournemouth University International College