

YURIY KOSHYK

With [4+ years of experience](#), I combine design expertise and technical prowess to create impactful digital experiences focusing on business and user needs. Out of work I enjoy movies, books, play basketball and do street photography.

WORK HISTORY

PRODUCT DESIGNER

[KOSH](#) | 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;
- Translated business requirements and market insights into innovative design solutions;
- 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](#) | Aug 2023 - Jul 2024

- Led the tech side of a multi-million dollar e-commerce company;
- Increased company revenue by **10% in 3 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;
- Successfully completed the company migration to Atlas Copco Group.

UX/UI DESIGNER & FRONTEND DEVELOPER

[Heimdal Data ApS](#) | 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.

PROJECT EXPERIENCE

[EVENTPOS](#) [Figma, Adobe Creative Suite]

Role: [Product Designer](#)

Mobile payment solution specifically designed for events.

[DF DRUCKLUFT-FACHHANDEL](#) [Agile, Azure, PowerBI, HTML, SASS, JS, SQL, Figma, Adobe CS]

Role: [Head of Systems & IT](#)

Multi-million dollar e-commerce leader for complete compressed air solutions
(a part of Atlas Copco Group).

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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
Google Analytics, PowerBI, SQL
HTML5, CSS3, SASS
JavaScript, TypeScript, React, Next.js
GSAP, Framer Motion, Tailwind
Webflow, Framer

AWARDS

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