

# 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 goal. Outside of work, I enjoy movies, books, playing basketball, and doing 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 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;
- 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, Rive  
Google Analytics, PowerBI, SQL  
HTML5, CSS3, SASS  
JavaScript, TypeScript, React, Next.js  
GSAP, Framer Motion, Tailwind  
Webflow, Framer, Prismic


### 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