Dmytro Yalovyi
UX/UI Designer

Ukraine, Kyiv | 067-120-08-35 | dmtryalovyi@gmail.com | linkedin.com/dmtryalovyi |
[Portfolio](#)

Summary

UX/UI Designer with 8+ years of experience, located in Kyiv. I have experience in creating and improving B2B (SaaS) products and web platforms.

Experienced in managing corporate website updates, working with contractors, defining technical requirements, and adapting corporate guidelines.

Specialize in UX research, building design systems, UI kits, and scalable interfaces in Figma (tokens, components, variants, prototypes). Strong technical understanding of frontend implementation, accessibility principles, and inclusive design. This enables close collaboration with engineering teams and delivery of production-ready solutions.

Built processes for creating new features that have accelerated development by 40% and designed two end-to-end products, from discovery to launch, with a strong understanding of users, their needs, and the business goals of the product.

Core skills

Design Skills: Product Design, Visual Systems, Design Systems & UI Kits, UX Research, Multi-Platform UI, Prototyping, Accessibility (WCAG Basics), Usability & Heuristic Evaluation, Interaction Design, UI Motion, Responsive Design, Layout Systems, User Journey Mapping, Information Architecture, UX Writing, Design Documentation, A/B Testing

Tools: Figma, FigJam, Maze, Miro, Claude, Perplexity, Lovable, v0, Framer, Mobbin, Illustrator, After Effects, Airtable, Google Analytics, Google Tag Manager, Human Interface Guidelines (iOS), Material Design (Android), WCAG Guidelines.

Select Professional Experience

Product Designer, February 2023 - Present
Yoxel, Inc

- Conducted qualitative research and user interviews, creating Customer Journey Maps and discovering critical usability issues.
- Designed end-to-end UX/UI for [web applications](#) (app.aurinko.io), improving usability and increasing feature adoption. Improved feature adoption by 18% through redesigned flows and clearer UI logic.
- Created dynamic interface flows with micro-interactions and clear user scenarios.
- Introduced structured UI kits and component libraries in Figma, improving consistency and design-to-dev communication. Reduced design-to-development clarification time by 30% through better Figma organization and UI kits.

- Collaborated closely with Product, Engineering, and Marketing teams on discovery and new features.
- Designed and supported product marketing websites (Aurinko.io, Yoxel.com, Threadbot.io). Increased Aurinko.io website engagement by 12% by improving structure and interactions.
- Presented concepts and improvements to stakeholders, aligning product decisions with business goals.

UI/UX Designer, Web Designer, January 2018 – February 2023
ArcelorMittal Ukraine

- Designed and maintained the UI/UX for the [corporate website](#) and corporate news media [website](#), creating a structured design system and preparing specifications for development teams.
- Led discovery sessions with internal stakeholders and translated business needs into functional design solutions.
- Designed corporate communication materials, visual identities for sub-projects, and motion graphics for marketing campaigns.
- Conducted usability reviews and maintained visual consistency across digital touchpoints.
- Improved collaboration processes by organizing Figma structure, component libraries, and visual documentation.

Web Designer, January 2016 – February 2018
GAGARIN-WEB

- Designed web interfaces, visual identities, and marketing materials for various client projects.
- Created illustrations and visual systems ensuring brand consistency.
- Improved digital experiences by redesigning UI flows and optimizing layouts.