DENYS SURMYAK

UX/UI Designer

Ukraine · Lviv 29.10.2002 Email Telegram LinkedIn

Product designer for web and mobile. I think in terms of the product, not just screens — the problem, the logic behind it, user scenarios and edge cases — and turn complex requirements into clear structure and UI, through to developer handoff.

EDUCATION

Ivan Franko National University of Lviv

Bachelor's degree,
Management and Administration
2019 – 2023

SKILLS

Product & UX

Problem framing, UX research & audit, information architecture, user flows, developer specs

UI

Design systems, dashboards & data, interactive prototypes

Tools

Figma, FigJam, Framer, Notion
Claude Code, ChatGPT, Figma AI
GitHub, GitLab, Vercel

AI workflow

I use AI in my everyday process — to speed up research and analysis and to turn my designs into working prototypes.

LANGUAGES

Ukrainian — native
English — B2
German — A2
Polish — A2

EXPERIENCE

Zade Space

Jul 2026 – Dec 2026 · 6 months

UX/UI Designer

Design agency building client products and MVPs

Owned design tasks on client products from the problem to developer handoff, across web and mobile.

- Turned complex product requirements into clear logic, information architecture and UI.
- Contributed to products shipped as MVPs to validate demand and support fundraising.

Spectrium LLP

Jan 2026 – Jul 2026 · 7 months

UX/UI Designer

UK-based IT company delivering web products — design, frontend and backend

Designed a CRM and the company's corporate website.

Self-employed

Jul 2025 – Dec 2025 · 6 months

UX/UI Designer

Self-directed learning and personal projects

Studied UX/UI and product design and practised it on my own concept projects.

- Worked through the full process on each project: problem, research, user flows, information architecture, UI.
- Built interactive prototypes in Figma and a consistent component library.

PROJECTS

Zade Space

Finance Platform — Web & mobile

Shaped the product logic and information architecture — how data is structured, connected and explained to the user. Designed the main dashboard and data views, used research to ground the structure, and built interactive prototypes to check key flows.

Care App — Mobile

Designed key mobile flows and screens from a clear client brief, working within the existing UI kit to keep the product consistent. Prepared detailed specs so developers could build without guesswork.

Spectrium LLP

CRM — Web

Designed the core flows and screens, plus a set of reusable components so new sections could be added consistently.

Corporate website — Web

Planned the page structure and content hierarchy, then took it from wireframes to the final UI.

Personal concepts

FlowOps · NOMAD OS · CENTRA · Shift · OAX Systems

SaaS, dashboard, AI and mobile concepts — full cycle on each, from research to prototype.