Anton Vasyliev, a UX designer

I possess over a decade of experience designing digital products. My primary focus is design systems, administrative solutions, and operating systems.

NOVOMATIC Lead UX designer / Product Owner (2016 – present | Poland)

Improving the product-making process through creating a design culture. Constructing a universal design system. Designing an operating system for gambling machines.

ESCORE Senior UX designer (2015 – 2016 | Poland)

UX Design of the Liability Manager, a web-based bookmaker tool for managing sports betting risks as a UX contractor.

WARGAMING UX designer (2014 – 2015 | Ukraine)

UX design of a game launcher for Wargaming games on Windows/MacOS.

EPAM UX designer (2013 – 2014 | Ukraine)

Deliver complex UX concepts for Modular mining company projects as an outsourcer.

ADSTREAM Junior UX designer (2010 – 2013 | Ukraine)

I started my career as a Quality Assurance Engineer then transitioned to a Junior Designer role. I was designing the "Adstream Adbank" platform, a tool for managing and delivering ad assets.

SEVNTU University education (2004 – 2009 | Ukraine)

Specialist degree in physical and biomedical electronics.

MAIN SKILLS

- Interaction design for back office and operating solutions
- Lead designer for a design system
- Facilitating workshops, presenting concepts, working with feedback
- Design operations on a small scale (2-3 teams)
- Design acceptance and project delivery support