



**Piotr Zialinski**  
UX/Product Designer

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## Senior UX/Product Designer at Vention

February 2020 - Present

As a Product and UX designer, I've crafted user-focused web and mobile applications across industries such as logistics, healthcare, and beverage services — always aiming to deliver products that simplify complexity and delight users. My approach emphasizes turning chaotic systems into elegant, user-friendly solutions. Rooted in Lean UX principles, my design process emphasizes rapid validation, real user feedback, and measurable results. I bridge discovery and delivery, ensuring that every solution meets both user and business needs with simplicity and precision.

In this role, I have led cross-functional teams to define product strategies, deliver data-driven designs, and align efforts with overarching business objectives. I conducted usability testing workshops and guerrilla research to uncover insights that fueled impactful, customer-centric designs. These activities allowed me to shape scalable solutions while addressing real user needs effectively.

Additionally, I designed and maintained scalable design systems that ensure consistency and adaptability across multiple platforms. By focusing on aligning design efforts with broader business goals, I consistently delivered intuitive solutions that are both practical and aesthetically refined, supporting long-term product scalability.

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## UX Designer at COMBridge IT Consulting

March 2019 - February 2020

I focused on designing and optimizing mobile and web applications for time tracking and task management. By conducting extensive user research and usability testing, I was able to identify key areas for improvement and implement solutions that enhanced the overall user experience. My work aimed at increasing user satisfaction by refining interfaces and ensuring that designs met the functional needs of users effectively.

I collaborated closely with development teams to create prototypes and facilitate seamless design implementation, ensuring that every element aligned with project requirements and usability standards. This role allowed me to contribute directly to productivity enhancements, as I continuously iterated on designs based on user feedback and testing insights. Through this process, I helped deliver products that were both visually appealing and efficient, fostering greater user engagement and satisfaction.

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## UX Generalist at UpWork

September 2016 - February 2020

As a self-employed UX/UI designer on UpWork, I worked with clients across diverse industries to design web and mobile applications, focusing on enhancing user experience and meeting specific project goals. I successfully managed multiple projects simultaneously, delivering high-quality, user-centered applications tailored to industry standards. My work involved handling various phases of the design process, ensuring that each project reflected the unique needs of my clients.

In addition to creating wireframes and prototypes, I developed high-fidelity designs that aligned with clients' objectives and provided a seamless user experience. Collaborating closely with clients, I delivered customized design solutions that not only met functional requirements but also boosted overall usability and engagement. This role strengthened my adaptability and project management skills, allowing me to work independently and deliver impactful results on tight schedules.

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## Skills

Design Systems, Wireframing, Product Strategy, Prototyping, Interaction Design, User Testing, Layout Design, User Research, Usability Testing, Information Architecture, Accessibility, Journey Mapping, Interface Animations, Responsive Design.

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## Tools

Figma, Miro, Maze, Usertesting.com, Hotjar, Principle, Zeplin, HTML/CSS, ChatGPT, After Effects, Illustrator, Photoshop.

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## Languages

English, Russian.

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## Contacts

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