

Nikita Soloviov

Senior Product Designer & AI Design Engineer

Kyiv, Ukraine (GMT+2) | Remote, full-time

Email: soloviev.nikita21@gmail.com | Portfolio: nikitasoloviov.com

Telegram: @nikitasoloviov | LinkedIn: linkedin.com/in/nikitasoloviov



SUMMARY

Senior Product Designer with 6+ years of experience in B2B and B2C products across 15+ domains, including Automotive FinTech, AdTech, Web3, E-commerce, CRM and marketing. I turn complex business logic into clear products and take them from discovery to release: user journeys, UX/UI, design systems, prototyping and UX QA. I balance business goals with engineering constraints and make the handoff to engineering seamless.

I use AI in my daily workflow (Claude, Claude Code, MCP) for code prototypes, test data for edge cases and design tokens synced with code. Looking for a Senior Product Designer or AI Design Engineer role on a product team, remote, with full EU overlap and 3–4 hours of US East Coast overlap.

WORK EXPERIENCE

Senior Product Designer | Accellabs

08/2025 – 10/2026 | Remote

B2B SaaS for US car dealerships (Automotive FinTech), web, desktop-first

- Led product design of a desking platform end to end, from discovery to launch: market and domain analysis, information architecture, calculation UX, design system and UX QA.
- Cut deal structuring time from ~15 minutes to under 3 by putting Lease, Finance, One Pay Lease and Cash side by side on one screen, with tax logic for all 50 states.
- Mapped taxes, fees and rebates for every state and deal type into a single decision table that engineers used to build the calculation logic.
- Designed predictive profit hints and a role-based mode that hides dealer margin when the screen is turned to the customer.
- Maintained a scalable component library built on W3C DTCG design tokens synced with code; worked daily with the product owner and engineers.
- Used Claude to turn state tax rules into structured test cases and to generate edge-case deal data for prototypes, which I handed to the team as code.

Senior UX/UI Designer | Phenomenon Studio

03/2024 – 07/2025 | Remote

- Delivered digital products from concept to release in a high-growth studio with 30+ designers, across different industries and technical constraints.
- Designed two native iOS apps and a complex online gaming platform.
- Flipper (iOS, Web3, B2C): cut fiat-to-crypto onboarding from 9 steps to 4, with the first purchase in under 3 minutes. Combined KYC and card payment into one flow and designed a predict-to-earn game with 30-second rounds.
- Launched rapid web MVPs and high-conversion marketing pages.

UX/UI Designer | Geeksters Agency

09/2023 – 10/2024 | Remote

- Led design projects from concept to launch across crypto, AI, marketing, interactive advertising, CRM and database management products.
- Moz IM (AdTech SaaS): designed a Shake-to-Action interactive audio ad builder, AI voice assistant configuration and funnel analytics. Campaign setup went from a developer task to a 10-minute self-serve flow.
- O-network (AdTech, B2B): designed a visual traffic routing rule builder, a simulation module and alerts. Rule setup became about 3x faster, and budget leaks are flagged within the hour instead of the next day.
- Built design systems from scratch and refined them based on feedback from users and engineers; created brand identities and logos for products.

UX/UI Designer | Ancore Strategy

01/2023 – 09/2023 | Contract

- Designed dApps and an NFT marketplace from the ground up.
- Made blockchain interactions clear for non-technical users: transparent transaction flows and simple wallet connection.

Design Team Lead | Remote Helpers

01/2022 – 01/2023

- Led and mentored a team of junior designers and set quality standards across outsourcing projects.
- Ran regular design reviews; handled operational management and professional development of the department.

UX/UI & Graphic Designer | Targetiva

2019 – 12/2021

- Combined graphic design with UI/UX: landing pages and marketing collateral.
- Designed the UI for a custom personal training dashboard.

SKILLS

Product & UX: Product Design, UX/UI Design, product and business thinking, MVP definition, scope management, complex B2B interfaces, User Journey Mapping, information architecture, market and competitor analysis, rapid prototyping.

Data-driven design: product analytics, funnels and retention, hypotheses and success metrics, A/B testing.

Design Systems & UI: design system architecture, design tokens (W3C DTCG), component libraries, Web and iOS, accessibility (WCAG AA), UX QA.

AI & engineering: Claude, Claude Code, MCP, HTML/CSS, React prototypes, Git, GitHub, Vercel.

Tools: Figma, Framer, Spline, Storybook, Style Dictionary, Amplitude, GA4, Jira, Linear, Asana.

LANGUAGES

Ukrainian: native | English: B2 (Upper-Intermediate)