



Yana Yarmoshenko

Product & UI/UX Designer · SaaS · Internal Tools ·
Data-Dense UX · Design Systems

Canada

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Summary:

Senior Product Designer with 10+ years of experience designing SaaS platforms and internal tools. Specializing in data-dense systems, IAM, and multi-product design systems, with a focus on secure and reliable administrative workflows.

Deliver scalable solutions for complex, role-based environments and high-risk configuration interfaces, ensuring consistency, error prevention, and security-aware interaction models.

Background in digital and graphic design, providing a strong foundation in typography, visual hierarchy, and information perception.

Value clarity, teamwork, and creating meaningful work that lasts.

Experience:

GeoComply

Product Designer

Mar 2022 - April 2025

- Key designer on the company's core anti-fraud platform (geo-location security and compliance solution), delivering a full redesign of a legacy system with **100% user migration** and supporting **5,000+ active users** across multiple products.
- Owned end-to-end design execution for **IAM (Identity & Access Management)** — the platform-wide access control system covering organizations, roles, and internal user management — **improving permissions governance**, security workflows, and administrative efficiency.
- Designed the **Client Portal** from the ground up as a public-facing technical documentation hub, enabling structured access to integration guides, API documentation, and product resources, and **increasing client self-service**.
- Contributed to the rollout of a **Material Design-based design system**, introducing process automation and an implementation plan that **reduced design and development time by 60%**.
- Contributed to cross-team initiatives by building shared personas, conducting user interviews and usability testing, establishing a UX research repository, defining UX best practices, and strengthening UX infrastructure.
- **Developed a design strategy aligned with product and business goals.**
- **Partnered with Product Management and Engineering** to drive consistent execution and delivery.
- **Mentored junior and intern designers** through onboarding and ongoing support.

Plarium

Product Designer

Aug 2020 - Jan 2022

- Designed internal **LiveOps tools** for *Raid: Shadow Legends* and *Mech Arena*, supporting game data management workflows including tournament configuration and in-game content setup in a fast-paced release environment.
- Improved **access management**, enabling secure and controlled operational workflows.
- Designed a **release documentation exchange tool** for storing and managing versioned release artifacts, ensuring secure and controlled distribution.
- Applied a structured **design process** combining journey mapping and workflow analysis, supported by user interviews, usability testing, and iterative feedback, to optimize complex operational flows.
- Contributed to the evolution of a **Material Design–based design system**, ensuring consistency across internal tools.
- **Produced UX documentation** and communicated design decisions to Product and Engineering, designing solutions **grounded in technical requirements** and system constraints to ensure reliable implementation and correct tool behavior.

Hyperion Tech

UI/UX Designer

Jan 2019 - Mar 2020

- Designed internal tools and platforms supporting marketing and sales workflows, including multi-user flows and role-based interactions.
- Owned the company's branding and visual identity, including the corporate website and promotional materials across digital channels.
- Collaborated with Product, Engineering, and Marketing to translate business requirements into clear, implementable design solutions.

CHI Software

UI/UX Designer

Jul 2014 - Jan 2019

- Redesigned and modernized legacy systems, evolving them into new product solutions for **enterprise and SaaS platforms** in **construction, management, and documentation** domains.
- Designed **e-commerce websites**, covering **UX structure, UI design**, and **brand-aligned visual systems**.
- Designed **responsive websites and mobile apps** for **Android (Material Design)** and **iOS**.
- Designed and maintained **CHI Software's corporate website**
- Designed and supported the implementation of **branding (logo, digital, motion, and print)** for both corporate and client projects.
- Collaborated with cross-functional teams, developers, Product Managers, Business Analysts, and stakeholders, to deliver implementable design solutions.

Kolpin Studio

Digital Designer

Feb 2012 - Jun 2014

- Progressed from **Design Intern** to **Junior Designer**.
- Designed **e-commerce** website layouts and digital visual assets.
- Worked with a wide range of **print materials** including brochures, posters, business cards, and marketing collateral in accordance with production and printing requirements.

Skills

Tools

Claude design, Figma, Notion, Miro, Storybook, HTML/CSS (basic), MUI (React), Adobe tools

Product & UX

Complex workflows, Data-dense interfaces, Interaction design, Information

architecture, Inclusive design, Problem solving, MVP definition
Feature prioritization

Research

User research, Discovery, Usability testing, User interviews, Journey mapping, Persona development, Heuristic evaluation, Competitor research, UX repository

Design Systems & Accessibility

Design systems, Cross-product design systems, Atomic design, Material Design, WCAG 2.1

Collaboration & process

Stakeholder management, Design process, Design thinking, Workshop facilitation, Design documentation, Handoff, Agile/Scrum, Mentoring, International teams, Remote work, Onsite work

Education

Bachelor's Degree in Management — Zaporizhzhia Institute of Economics and Information Technologies

Certifications

UX Certified (UX Research) — Nielsen Norman Group, 2025

Web Accessibility (WCAG 2.1) — W3C, 2025

Human-Centered Strategy — IDEO U, 2024

Foundations in Design Thinking — IDEO U, 2023

Introduction to UX Writing — Udemy, 2023

UX & Development Considerations — Udemy, 2023