

Design Leader focused on product design, strategy and design systems.

About me

I'm a product designer and 3D artist. I have over 9 years of experience in design. As a product designer, I mainly focus on creating user-centered products. I have experience in creating design systems and writing manuals and documentation for them. I have deep knowledge of HTML and CSS.

Education

Moscow State University of Instrument Engineering and Computer Sciences

Bachelor of Engineering
2010 - 2015

Social

[LinkedIn](#)
[Ilyabugaychuk](#)

[Behance](#)
[ElninoBass](#)

[Dribbble](#)
[IB9elnino](#)

[Instagram](#)
[Ilyabugaychuk](#)

Software

Figma & Pixso
Adobe Photoshop
Adobe Illustrator
Adobe Premiere Pro
Cinema 4D
Redshift Render
World Creator
Unreal Engine 5
Php Storm

Work Experience

Sberbank · Lead Product Designer

NOV 21 - PRESENT · FULLTIME

- Leading end-to-end process of UI & UX design for the company's [Anti-fraud system](#).
- I successfully launched [Mosaica Design System](#) for the Cybersecurity department.
- Design and development of complex interface layouts for the cybersecurity platform (dashboards, tables, map, graph analytics), creation of clickable prototypes;
- I created user flows and conducted UX research to improve product metrics.
- I have designed a new [corporate identity](#) for the product, including a logo, typeface, brand guidelines, and merchandise.

Roscosmos State Space Corporation · Senior UX/UI Designer

MAY 21 - NOV 21 · FULLTIME

- Designed data-driven wireframes and prototypes for products in collaboration with engineering team.
- I led design and UX of tablet application for monitoring cosmodromes of Corporation.
- I have worked on creating a [Design system](#), that includes color palette, grid, space system, typography, icon pack, guidelines & documentation and UI-kit with components.
- The Roscosmos UI 1.0 Design System was created and launched for the largest Russian space corporation.
- Created brand identity and [Brandbook](#) for a subsidiary (logos, typography, guides, patterns and brand identity).

JSC Glonass · Product Designer

MAR 19 - MAY 21 · FULLTIME

- As the first product designer at JSC Glonass I designed UI for various products of the company.
- I created four [website redesign concepts](#) with functional prototypes.
- Worked on UX and UI design of [LookTrek travel portal](#). Created design for 2 different mobile apps (iOS & Android).
- I designed user flows and visual styles for new features. Wrote the soundtrack for the company's history website.

Plekhanov University of Economic · UX/UI Designer

DEC 15 - FEB 19 · FULLTIME

- As a UX/UI designer, I designed graphics and user interfaces for the University website.
- With a web-developers team I helped create a new website, sitemap, pages logic and graphic illustrations for the website.

Skills

Design Systems Product Design User Experience User Interface Design Prototyping
Web Design App Design 3D Modelling Animation User Research Branding
Animation Technical Knowledge HTML CSS User Flows Graphic Design